

5.0 Scenario Updates

The scenario updates include the following:

- Grouping the set ups by formation
- Add on units included in **Panzers Last Stand**
- New scenarios to continue the game into January 1945 (add on units are required in these scenarios)
- Incorporates scenario errata

Units marked in italics are add on units included in **Panzers Last Stand**. The list of add on units are:

Allied:

- Support-only companies for CCA/9, CCB/9, CCR/9, 109/28, 110/28, and 112/28
- Arm Cav companies for CCB/9 and CCR/9
- Glider Anti-Tank battalions for the 17 Abn, 82 Abn, and 101 Abn Divisions
- Anti-Tank Battalion for the 87 Inf Div
- Arm Cav Battalion for the 29 CW Arm Bde
- 90 US Inf Div
- 6 CW Abn Div
- 51 CW Inf Div
- 53 CW Inf Div

German:

- II/8 LW FJ Bn for the 3 LW FJ Div
- Fusilier Bicycle Companies for the 9 VG, 62 VG, 79 VG, 167 VG, 276 VG, 277 VG, 352 VG, 560 VG Divisions
- 89 Inf Div
- 340 VG Div

5.1 Last Blitzkrieg Campaign

This scenario covers the entire campaign on all four maps. The main event...

First Turn: 16 Dec 44

Last Turn: 31 Dec 44

Game Length: 16 Turns

First Player on Turn 1: Germans

Pre-Game Weather:

Ground: Normal

Allied Set Up:

All units are American unless otherwise indicated.

Unassigned Independents:

A62.25: 526 Arm Inf Bn

A47.10: 51 Eng Bn (-)

C17.21: C/202 Eng Co

C13.19: C/51 Eng Co

C23.24: 291 Eng Bn

C38.22: 254 Eng Bn

D3.21: 35 Eng Bn

D8.21: 158 Eng Bn

D17.17: 44 Eng Bn

C18.26: 5 Belgian Fus Bn

CCB/9 Arm Bde:

C25.20: CCB/9 Arm Combat Trains

2 Inf Div:

C38.26: 2 Inf HQ (Used, 5 Arty Points, Fat-1), 612 AT Bn (Support), 644 TD Bn (Support), 741 Arm Bn [4] (Support)

C40.31: 2,99 Cav TF

C41.31: 1/9 Inf Bn [3]

C42.30: 2/9 Inf Bn [3], 3/9 Inf Bn [3]
C35.28: 1/23 Inf Bn
C36.27: 2/23 Inf Bn, 3/23 Inf Bn
C43.31: 1/38 Inf Bn [5], 2/38 Inf Bn [5]
C42.29: 3/38 Inf Bn
C41.29: 2 Eng Bn
C29.28: 2 Inf Combat Trains, 99 Inf Combat Trains

99 Inf Div:

C41.25: 99 Inf HQ (Used, 2 Arty Points, PD, Fat-0), 801 AT Bn (Support)
C45.25: 1/393 Inf Bn
C44.29: 2/393 Inf Bn
C45.26: 3/393 Inf Bn
C44.20: 1/394 Inf Bn
C45.22: 2/394 Inf Bn
C43.19: 3/394 Inf Bn
C43.30: 1/395 Inf Bn [5], 2/395 Inf Bn [5]
C38.33: 3/395 Inf Bn
C44.27: 324 Eng Bn
See above: 99 Inf Combat Trains: (see 2 Inf Div set up)

14 Cav Grp:

C44.15: 14 Cav HQ (Used, PD, Fat-0), E,F/18 Lt Arm TF
C47.14: A/18 Arm Cav Co
C46.16: C/18 Arm Cav Co
C40.13: 32 Cav Bn
C32.17: 14 Cav Combat Trains

106 Inf Div:

C30.11: 106 Inf HQ (Used, 2 Arty Points, PD, Fat-0), 820 AT Bn (Support), 168 Eng Bn (Independent)
C47.11: 1/422 Inf Bn
C48.11: 2/422 Inf Bn
C45.10: 3/422 Inf Bn
C43.08: 1/423 Inf Bn
C29.16: 2/423 Inf Bn
C44.08: 3/423 Inf Bn
C40.07: Prov/423 Inf Bn
C34.07: 1/424 Inf Bn
C34.01: 2/424 Inf Bn
C37.03: 3/424 Inf Bn
C37.05: Mixed Bn
C39.12: 81 Eng Bn
C22.13: 106 Inf Combat Trains

112 Inf Rgt/28 Inf Div:

D30.33: 112/28 Inf HQ (Done, 1 Arty Point, PD, Fat-0), *C/630 AT Co (Support)* {else 630 AT Bn (Support) if not using add on unit}
D34.33: 1 Inf Bn
D29.31: 2 Inf Bn
D32.31: 3 Inf Bn
C21.06: 112/28 Inf Combat Trains

CCR/9 Arm Bde:

D21.30: CCR/9 Arm HQ (Used, 1 Arty Point, Fat-1), *C/89 Arm Cav Co, C/811 TD Co (Support)*
D22.31: Harper Arm TF, Booth Arm Inf TF
D22.30: Rose Arm Inf TF
D8.31: CCR/9 Arm Combat Trains

110 Inf Rgt/28 Inf Div:

D24.25: 110/28 Inf HQ (Done, 1 Arty Point, PD, Fat-0), 707 Arm Bn [3] (Support), 103 Eng Bn, *B/630 AT Co (Support)*
D28.28: A/1 Inf Co
D26.24: B/1 Inf Co
D24.23: C/1 Inf Co
D19.26: 2 Inf Bn
D30.15: I/3 Inf Co
D28.21: K/3 Inf Co
D27.19: L/3 Inf Co
D13.23: 110/28 Inf Combat Trains

109 Inf Rgt/28 Inf Div:

D33.09: 109/28 Inf HQ (Done, 1 Arty Point, PD, Fat-0), 1 Inf Bn, *C/707 Arm Co (Support)*, *A/630 AT Co (Support)*
D35.13: 2 Inf Bn
D37.10: 3 Inf Bn
D29.07: 109/28 Inf Combat Trains

CCA/9 Arm Bde:

D42.05: CCA/9 Arm Bde HQ (1 Arty Point, PD, Fat-0), 60 Arm Inf Bn, *B/811 TD Co (Support)* {else 811 TD Bn (Support) if not using add on unit}
D41.02: 89 Arm Cav Bn [3], 19 Arm Bn
D33.03: CCA/9 Arm Combat Trains

4 Inf Div:

D48.01: 4 Inf HQ (4 Arty Points, PD, Fat-0), 802 AT Bn [1] (Support), 803 TD Bn [2] (Support), 70 Arm Bn [2] (Support), 4 Eng Bn [3]
D49.03: 1/12 Inf Bn [4]
D51.04: 2/12 Inf Bn [4]
D52.01: 3/12 Inf Bn [4]
D46.04: 159 Eng Bn
D40.00: 4 Inf Combat Trains

Formation Activation Markers in Play: CCA/9 Arm, CCB/9 Arm, CCR/9 Arm, 14 Cav Grp, 2 Inf Div, 4 Inf Div, 109/28 Inf, 110/28 Inf, 112/28 Inf, 99 Inf Div, 106 Inf Div

German Set Up:

Greif Teams Available: 5

Markers:

C47.18: Bridge Not Open (17 Dec 44)
D51.04: Bridge Not Open (17 Dec 44)

326 VG Div:

C40.34: 326 VG HQ (Fat-1), 683 "88" Bn (Assigned 326 VG, Support), I/753 Inf Bn
C41.34: I/751 Inf Bn
C42.31: II/751 Inf Bn
C44.31: 326 Erz Bn
C40.35: 326 VG Combat Trains

12 SS Pz Div:

C57.30: 12 SS Pz HQ (Used, 3 Arty Points, Fresh), 12 SS JgPz Bn (Support)
C56.29: 1,3/I SS Pz Bn (-), III/26 SS PG Bn
C55.31: 5,6/I SS Pz Bn (-), 560 JgPz Bn [3]
C58.32: Bremer SS Pz Recon KG
C53.29: I/25 SS Inf Bn

C54.30: II/25 SS Inf Bn
C55.30: III/25 SS Inf Bn
C55.28: I/26 SS Inf Bn
C55.29: II/26 SS Inf Bn
C56.28: 12 SS Pio Bn
C62.30: 12 SS Pz Combat Trains

KG Peiper:

C60.24: Peiper SS Pz HQ (Used, Fresh), 6,7/I SS Pz Bn (-)
C59.23: 1,2/I SS Pz Bn (-), Spitze SS Pz Recon Co
C60.23: 9,12/2 SS PG Bn, 11,13/2 SS PG Bn
C61.25: 84 LW Pz Flak Bn
C62.25: Peiper SS KG Combat Trains

1 SS Pz Div (-):

C62.26: 1 SS Pz HQ (Used, 3 Arty Points, Fresh), 1 SS Pz (-) Combat Trains
C56.17: Knittel SS Pz Recon KG

277 VG Div:

C47.27: 277 VG HQ (Fresh), 277 PJ Hetz Bn (Support), I/989 Inf Bn, 277 Pio Bn
C47.26: II/989 Inf Bn
C47.25: I/990 Inf Bn
C47.24: II/990 Inf Bn, 277 *Fus Bicycle Co*
C48.26: I/991 Inf Bn
C48.27: II/991 Inf Bn
C50.30: 277 VG Combat Trains

12 VG Div:

C50.18: 12 VG HQ (2 Arty Points, Fat-0), 12 *Fus Bicycle Bn*
C51.20: Holz VOR KG
C48.18: I/27 Inf Bn [5], 12 Pio Bn [3]
C48.19: II/27 Inf Bn [5]
C48.20: I/48 Inf Bn [5]
C48.21: II/48 Inf Bn [5]
C51.19: I/89 Inf Bn [5]
C52.19: II/89 Inf Bn [5]
C59.17: 12 VG Combat Trains, 3 FJ Combat Trains

3 LW FJ Div:

C51.16: 3 FJ HQ (2 Arty Points, Fat-1)
C48.17: I/9 LW FJ Bn, II/9 LW FJ Bn
C48.16: III/9 LW FJ Bn, 3 LW FJ Pio Bn
C49.17: I/5 LW FJ Bn
C49.16: II/5 LW FJ Bn, III/5 LW FJ Bn
See above: 3 FJ Combat Trains (see 12 VG Div set up)

18 VG Div:

C48.08: 18 VG HQ (2 Arty Points, Fresh), 244 StG Bde [1] (Assigned 18 VG, Support)
C50.15: Renn VOR KG
C43.06: I/293 Inf Bn
C44.06: II/293 Inf Bn
C49.15: I/294 Inf Bn
C49.14: II/294 Inf Bn
C49.12: I/295 Inf Bn
C49.13: II/295 Inf Bn
C49.11: 1818 Pio Bn
C47.09: 18 Erz Bn

C46.07: 669 Ost Bn
C50.05: 18 VG Combat Trains, 62 VG Combat Trains

62 VG Div:

C42.02: 62 VG HQ (2 Arty Points, Fresh), 162 Hetz Bn (Support)
C46.01: 162 Fus Bicycle Co
C45.02: I/164 Bicycle Bn
D44.34: II/164 Inf Bn
C38.01: I/183 Inf Bn
C39.02: II/183 Inf Bn
C39.04: I/190 Inf Bn
C39.03: II/190 Inf Bn, 162 Pio Bn
C45.01: 162 Erz Bn
See above: 62 VG Combat Trains (see 18 VG Div set up)

116 Pz Div:

D40.32: 116 Pz HQ (Used, 2 Arty Points, Fresh), 228 JgPz Bn (Support)
D41.31: Stephan Pz Recon KG
D39.32: I/16 Pz Bn [3]
D40.31: II/16 Pz Bn [2]
D37.34: I/60 PG Bn
C37.01: II/60 Inf Bn
D37.32: I/156 Inf Bn
D37.33: II/156 Inf Bn
D41.30: 675 Pz Pio Bn
D46.29: 116 Pz Combat Trains, 560 VG Combat Trains

560 VG Div:

D35.31: 560 VG HQ (2 Arty Points, Fresh), II/1130 Inf Bn
D33.30: 1560 Fus Bicycle Co
D31.29: Bridge Not Open (18 Dec 44), I/1128 Inf Bn
D31.30: II/1128 Inf Bn
D34.30: I/1130 Inf Bn
D32.29: 1560 Pio Bn
See above: 560 VG Combat Trains (see 116 Pz Div set up)

2 Pz Div:

D32.24: 2 Pz HQ (2 Arty Points, Fresh), 38 StG Bn (Support), II/3 Pz Bn [4]
D34.25: vBohm Pz Recon KG, Gutmn PG KG
D33.25: I/3 Pz Bn [3]
D31.25: II/2 Inf Bn [5], Bridge Not Open (17 Dec 44)
D31.26: I/304 Bicycle Bn [5]
D31.24: II/304 Inf Bn [5], 38 Pz Pio Bn [3]
D40.28: 2 Pz Combat Trains, 26 VG Combat Trains

26 VG Div:

D34.22: 26 VG HQ (2 Arty Points, Fresh)
D35.22: Kunkel VOR KG, 26 Erz Bn
D32.20: I/39 Inf Bn, II/39 Inf Bn
D32.21: I/77 Inf Bn, 26 Pio Bn
D32.22: II/77 Inf Bn
D35.21: I/78 Inf Bn, II/78 Inf Bn
See above: 26 VG Combat Trains (see 2 Pz Div set up)

Lehr Pz Div:

D36.19: Lehr Pz HQ (Done, 2 Arty Points, Fresh), 130 JgPz Bn [2] (Support), II/902 Inf Bn [5]
D41.22: vFallois Pz Recon KG, II/130 Pz Bn [3], Lehr Pz Combat Trains

D40.21: I/901 PG Bn [5]
D39.21: II/901 Inf Bn [5]
D37.20: I/902 Inf Bn [5]
D33.20: 130 Pz Pio Bn, Bridge Not Open (17 Dec 44)

5 LW FJ Div:

D37.16: 5 FJ HQ (Fat-0), 11 LW StG Bde [2] (Support), 5 Pio Bn, 668 "88" Bn (Assigned 5 FJ, Support)
D34.16: I/14 LW FJ Bn
D34.17: II/14 LW FJ Bn
D33.18: III/14 LW FJ Bn
D38.14: I/13 LW FJ Bn, II/13 LW FJ Bn
D37.15: III/13 LW FJ Bn
D39.14: Bernk LW FJ KG
D37.14: II/15 LW FJ Bn, Bridge Not Open (17 Dec 44)
D36.14: III/15 LW FJ Bn, Bridge Not Open (17 Dec 44)
D40.16: 5 FJ Combat Trains, 352 VG Combat Trains

352 VG Div:

D40.12: 352 VG HQ (Fat-0), 352 Hetz Bn (Support), 352 Pio Bn, II/914 Inf Bn
D41.11: 352 Fus Bicycle Co
D40.11: I/914 Inf Bn
D38.12: I/915 Inf Bn
D38.11: II/915 Inf Bn, Bridge Not Open (17 Dec 44)
D41.10: I/916 Inf Bn
D40.10: II/916 Inf Bn
D42.09: 352 Erz Bn
See above: 352 VG Combat Trains (see 5 LW FJ Div set up)

276 VG Div:

D45.10: 276 VG HQ (Fat-0), 657 "88" Bn (Assigned 276 VG, Support), 276 Pio Bn
D44.08: 276 Fus Bicycle Co
D46.07: I/986 Inf Bn, Bridge Not Open (19 Dec 44)
D45.07: II/986 Inf Bn
D44.07: I/987 Inf Bn, Bridge Not Open (22 Dec 44)
D44.06: II/987 Inf Bn
D46.08: I/988 Inf Bn
D45.09: II/988 Inf Bn
D48.15: 276 VG Combat Trains, 212 VG Combat Trains

212 VG Div:

D53.07: 212 VG HQ (Fat-0), 212 PJ StG Bn (Support)
D58.08: 212 Fus Bicycle Bn
D51.05: I/316 Inf Bn
D52.04: II/316 Inf Bn
D54.05: I/320 Inf Bn, Bridge Not Open (19 Dec 44)
D55.05: II/320 Inf Bn
D48.06: I/423 Inf Bn
D49.06: II/423 Inf Bn
D49.05: 212 Pio Bn, Bridge Not Open (17 Dec 44)
D57.02: XXIII Penal Bn
See above: 212 VG Combat Trains (see 276 VG Div set up)

Formation Activation Markers in Play: Peiper KG, 1 SS Pz (-), 12 SS Pz, Lehr Pz, 2 Pz Div, 116 Pz Div, 3 FJ Div, 5 FJ Div, 12 VG Div, 18 VG Div, 26 VG Div, 62 VG Div, 212 VG Div, 276 VG Div, 277 VG Div, 326 VG Div, 352 VG Div, 560 VG Div

5.2 Breakthrough Campaign

This scenario shows the initial phase of the campaign using just the eastern maps. The scenario ends as the German attack momentum is slowing and right before the US VII Corps and Patton's forces arrive.

Playing Area: Maps C and D

First Turn: 16 Dec 44

Last Turn: 21 Dec 44

Game Length: 6 Turns

First Player on Turn 1: Germans

Pre-Game Weather:

Ground: Normal

Trace Supply Source:

Allied: use the ones listed in 1.3b in the playing area as well as any primary or secondary road running from the west edge of the playing area.

Germans: use the ones listed in 1.3a in the playing area.

Allied Set Up:

Use the setup as Scenario 5.1 for units setting up on Maps C and D.

Allied Reinforcements:

Use the Allied Order of Arrival for those units that arrive at the entries, designated hexes, or HQ's in the playing area or Arty Asset Points listed with the addition of the following.

18 Dec 44

At desired HQ, but not yet assigned: 526 Arm Inf Bn

German Set Up:

Use the setup as Scenario 5.1.

German Reinforcements:

Use the German Order of Arrival for those units that arrive at the entries, designated hexes, or HQ's in the playing area or Arty Asset Points listed.

Victory Conditions:

Victory is determined using the method described in 4.0 for control of the Victory Point Hexes in the playing area, except use the German total on the last turn of the scenario as the German greatest single turn total. In addition to the Victory Point Hexes for the German player, they get 1 VP for exiting each of the following formations with at least the number of units listed in parentheses off Entry O or the west edge:

KG Peiper (3)

1 SS Pz Div (6)

2 SS Pz Div (9)

9 SS Pz Div (9)

12 SS Pz Div (9)

2 Pz Div (7)

Lehr Pz Div (7)

116 Pz Div (7)

F.Beg Pz Bde (3)

German Sudden Death Victory (4.1) does not apply for this scenario, but for the exiting formations above, the same conditions apply regarding Complete MSR, exiting on different turns, and Arty Asset Points and/or Independent units when exiting.

5.3 Northern Campaign

This one map scenario covers the initial phase of the campaign in the north. The German forces include all of the 6th Panzer Army and the 5th Panzer Army's LXVI Corps against the American V and 106th Infantry Division of the VIII Corps. Historically, none of the German forces in this scenario exited the map by 21 Dec.

Playing Area: Map C

First Turn: 16 Dec 44

Last Turn: 21 Dec 44

Game Length: 6 Turns

First Player on Turn 1: Germans

Pre-Game Weather:

Ground: Normal

Air Points:

After rolling for results, divide the results by two (rounded down).

Replacement Steps:

After rolling for results for AV or looking up Non-AV, divide the results by two (rounded down). The Tiger result still counts as a whole.

Trace Supply Source:

Allied: use the ones listed in 1.3b in the playing area as well as any primary or secondary road running from the west edge of the playing area.

Germans: use the ones listed in 1.3a in the playing area.

Allied Set Up:

Use the setup as Scenario 5.1 for units setting up on Map C except for the following:

Do not set up: 112/28 Inf Combat Trains

Formation Activation Markers in Play: CCB/9 Arm, 14 Cav Grp, 2 Inf Div, 99 Inf Div, 106 Inf Div

Allied Reinforcements:

Do not use the Allied Order of Arrival. Use the following Order of Arrival.

16 Dec 44

w/i 2 C30.11: CCB/9 Arm Bde (CCB/9 Arm HQ (HQ is Used, Fat-1) 1 Arty Point, 14 Arm Bn, 27 Arm Inf Bn, D/89 Arm Cav Co, A/811 TD Co)

CCB/9 Arm is placed when the Allied player chooses it for an Activation. Place the units according to the above and that is their initial Activation. The player can then try to re-Activate. None of these units can be placed Deployed. Units cannot be placed in EZOC hexes.

17 Dec 44

Entry Area O: 1 Inf Div (1/26, 2/26, 3/26 Inf Bn (each [4]))

C23.24: 99 Nor Inf Bn (must remain Unassigned this turn)

C17.21: 526 Arm Inf Bn (must remain Unassigned this turn)

Entry Area P:

1 Inf Div (1 Inf HQ (Fat-1), 745 Arm Bn [3], 634 TD Bn [2], 1 Inf Combat Trains, 1/18, 2/18, 3/18 Inf Bn (each [4]))

9 Inf Div (9 Inf HQ, (Fat-1), 746 Arm Bn [4], 899 TD Bn, 1/47, 2/47, 3/47 Inf Bn (each [4]), 9 Inf Combat Trains)

w/i 4 C16.11, C22.13, and/or C30.11: 7 Arm Div (7 Arm HQ (Done, Fat-1), 87 Arm Cav Bn, Brown, Erlen, Wemple Arm TF, Chap, Rhea, Fuller Arm Inf TF, 33 Eng Bn, 814 TD Bn)

The locations used must have a pathway free of German units to Vielsalm (C16.11) or any north map edge Entry Area. None of these units can be placed Deployed. Units cannot be placed in EZOC hexes.

Any Legal Hex: 7 Arm Div (7 Arm Combat Trains, Ghost mode)

18 Dec 44

Add: 1 Arty Point

w/i 5 C1.20 (Werbomont) or C13.30 (Spa):

82 Abn Div (82 Abn HQ (Done, Fresh), 80 Glider AT Bn, 1/504, 2/504, 3/504, 1/505, 2/505, 3/505, 1/508, 2/508, 3/508 Abn Inf Bn, 1/325, 2/325, 2/401 Glider Inf Bn, 307 Abn Eng Bn)

The location chosen must not contain a German unit (ignoring Out of Command Radius units, Unprepared units, HQs and Combat Trains). Units can be placed in any hex that does not contain a German unit (of any type or situation) nor an EZOC.

Any Legal Hex: 82 Abn Div (82 Abn Combat Trains, Ghost)

Entry Area O: 30 Inf Div (30 Inf HQ (Fat-1, Used), 743 Arm Bn [4], 823 TD Bn, 1/117, 2/117, 3/117, 1/119, 2/119, 3/119, 1/120, 2/120, 3/120 Inf Bn, 105 Eng Bn, 30 Inf Combat Trains)

Entry Area P: 1 Inf Div (703 TD Bn [2], 1/16, 2/16, 3/16 Inf Bn (each [4]), Davisson TD TF, 1 Eng Bn [3])

C23.01: 112/28 Inf Rgt (112/28 Inf HQ (Fat-1), C/630 AT Co (Support) {else 630 AT Bn [1] if not using add on unit}, 1, 2, 3 Inf Bn (each [5]), 112/28 Inf Combat Trains)

19 Dec 44

At HQ assigned: 740 Arm Bn [2]

Entry Area O: CCB/3 Arm Bde (CCB/3 Arm HQ (Fat-1), Jordan, Love Arm TF, McGrg, Arm Inf TF, CCB/3 Arm Combat Trains)

At 9 ID HQ: 9 Inf Div (1/39, 2/39, 3/39 Inf Bn (each [4]), 15 Eng Bn [3])

20 Dec 44

Add: 2 Arty Points

21 Dec 44

Add: 4 Arty Points

At HQ assigned: 551 Abn Bn

German Set Up:

Use the setup as Scenario 5.1 for units setting up on Map C except for the following:

Greif Teams Available: 3

62 VG Div:

C44.00: II/164 Inf Bn

116 Pz Div:

Do not set up: II/60 Inf Bn

Formation Activation Markers in Play: Peiper KG, 1 SS Pz (-), 12 SS Pz, 3 FJ Div, 12 VG Div, 18 VG Div, 62 VG Div, 277 VG Div, 326 VG Div

German Reinforcements:

Use the German Order of Arrival for those units that arrive at the entries or HQ's in the playing area or Arty Asset Points listed unless added or replaced below.

18 Dec 44

Does not arrive: 2 SS Pz Div (all)

Victory Conditions:

Victory is determined using the method described in 4.0 for control of the Victory Point Hexes in the playing area, except use the German total on the last turn of the scenario as the German greatest single turn total. In addition to the Victory Point Hexes for the German player, they get 1 VP for exiting each of the following formations with at least the number of units listed in parentheses off Entry O or the west edge:

KG Peiper (4)

1 SS Pz Div (6)

9 SS Pz Div (9)

12 SS Pz Div (9)

F.Beg Pz Bde (4)

German Sudden Death Victory (4.1) does not apply for this scenario but for the exiting formations above, the same conditions apply regarding Complete MSR, exiting on different turns, and Arty Asset Points and/or Independent units when exiting.

5.4 Southern Campaign

This one map scenario covers the initial phase of the campaign in the south. The German forces include the 5th Panzer Army's Panzer Corps and the 7th Army against the American VIII Corps.

Playing Area: Map D

First Turn: 16 Dec 44

Last Turn: 21 Dec 44

Game Length: 6 Turns

First Player on Turn 1: Germans

Pre-Game Weather:

Ground: Normal

Air Points:

After rolling for results, divide the results by two (rounded down).

Replacement Steps:

After rolling for results for AV or looking up Non-AV, divide the results by two (rounded down). The Tiger result still counts as a whole.

Trace Supply Source:

Allied: use the ones listed in 1.3b in the playing area as well as any primary or secondary road running from the west edge of the playing area.

Germans: use the ones listed in 1.3a in the playing area.

Allied Set Up:

Use the setup as Scenario 5.1 for units setting up on Map D with the addition of the following:

D23.35: 112/28 Inf Combat Trains

Formation Activation Markers in Play: CCA/9 Arm, CCR/9 Arm, 4 Inf Div, 109/28 Inf, 110/28 Inf, 112/28 Inf

Allied Reinforcements:

Do not use the Allied Order of Arrival. Use the following Order of Arrival.

17 Dec 44

Add: 1 Arty Point

At 4 ID HQ: 4 Inf Div (Lockett Inf TF, 2/22 Inf Bn [4])

18 Dec 44

Add: 2 Arty Points

Remove: 112/28 Inf Rgt (all)

Entry Area I: CCB /10 Arm Bde (CCB/10 Arm HQ (Fat-1), Cherry Arm TM, Desobry, O'Hara Arm Inf Tm, CCB/10 Arm Combat Trains)

Entry Area F: 10 Arm Div (10 Arm HQ (Fat-1), 90 Arm Cav Bn, Chmbln, Standish Arm TF, Riley Arm Inf TF, 55 Eng Bn, 609 TD Bn, 10 Arm (-) Combat Trains)

w/i 5 D3.21 (Bastogne): 101 Abn Div (101 Abn HQ (Done, Fresh), 81 Glider AT Bn, 1/501, 2/501, 3/501, 1/502, 2/502, 3/502, 1/506, 2/506, 3/506 Abn Inf Bn, 1/327, 2/327, 1/401 Glider Inf Bn, 326 Abn Eng Bn)

Any Legal Hex: 101 Abn Div (101 Abn Combat Trains, Ghost)

19 Dec 44

At 101 Abn HQ: 705 TD Bn

At 4 ID HQ: 4 Inf Div (3/22 Inf Bn [4])

21 Dec 44

At HQ assigned: 602 TD Bn

German Set Up:

Use the setup as Scenario 5.1 for units setting up on Map D except for the following:

Greif Teams Available: 2

116 Pz Div:

D37.35: II/60 Inf Bn

62 VG Div:

Do not set up: II/164 Inf Bn

Formation Activation Markers in Play: Lehr Pz, 2 Pz Div, 116 Pz Div, 5 FJ Div, 26 VG Div, 212 VG Div, 276 VG Div, 352 VG Div, 560 VG Div

German Reinforcements:

Use the German Order of Arrival for those units that arrive at Entries D, E, or Arty Asset Points listed unless replaced below.

19 Dec 44

No new Arty Points

Victory Conditions:

Victory is determined using the method described in 4.0 for control of the Victory Point Hexes in the playing area, except use the German total on the last turn of the scenario as the German greatest single turn total. In addition to the Victory Point Hexes for the German player, they get 1 VP for exiting each of the following formations with at least the number of units listed in parentheses off the west edge:

2 Pz Div (7)

Lehr Pz Div (7)

116 Pz Div (7)

German Sudden Death Victory (4.1) does not apply for this scenario but for the exiting formations above, the same conditions apply regarding Complete MSR, exiting on different turns, and Arty Asset Points and/or Independent units when exiting.

5.5 Kampfgruppe Peiper

This scenario starts after the initial failed breakthrough by the infantry. The impetuous Peiper breaks out on his own, diverting slightly south to avoid the traffic jams. The rest of the 1st SS likewise conducts its breakout while the 12th SS is assembled to attempt a breach that the 277th VG Division failed to do.

Playing Area: Map C north of CXX.14 inclusive

First Turn: 17 Dec 44

Last Turn: 21 Dec 44

Game Length: 5 Turns

First Player on Turn 1: Germans

Pre-Game Weather:

Ground: Normal

Air Points: After rolling for results, divide the results by three (rounded down).

Replacement Steps: After rolling for results for AV or looking up Non-AV, divide the results by three (rounded down). The Tiger result still counts as a whole.

Trace Supply Source:

Allied: use the ones listed in 1.3b in the playing area as well as any secondary road running from the west edge of the playing area.

Germans: use the ones listed in 1.3a in the playing area.

Allied Set Up:

All units are American unless otherwise indicated.

Unassigned Independents:

C17.21: C/202 Eng Co

C13.19: C/51 Eng Co

C23.24: 291 Eng Bn

C38.22: 254 Eng Bn

C18.26: 5 Belgian Fus Bn

2 Inf Div:

C38.26: 2 Inf HQ (5 Arty Points, Fat-1), 612 AT Bn (Support), 644 TD Bn (Support), 741 Arm Bn [4] (Support)

C40.31: 2,99 Cav TF

C42.29: 1/9 Inf Bn [3]

C41.29: 2/9 Inf Bn [3], 3/9 Inf Bn [3]

C40.22: 1/23 Inf Bn (Move Side)

See below: 2/23 Inf Bn (see 99 Inf Div set up)

C41.24: 3/23 Inf Bn

C42.30: 1/38 Inf Bn [5], 2/38 Inf Bn [5]

C41.28: 3/38 Inf Bn

C41.30: 2 Eng Bn

C29.28: 2 Inf Combat Trains, 99 Inf Combat Trains

99 Inf Div:

C41.25: 99 Inf HQ (2 Arty Points, Fat-1, PD), 801 AT Bn (Support), 2/23 Inf Bn

C45.25: 1/393 Inf Bn [5]

C43.29: 2/393 Inf Bn

C45.26: 3/393 Inf Bn [5]

C44.20: 1/394 Inf Bn [5]
C45.22: 2/394 Inf Bn
C42.20: 3/394 Inf Bn
C43.30: 1/395 Inf Bn [5], 2/395 Inf Bn [5]
C38.33: 3/395 Inf Bn
C43.28: 324 Eng Bn
See above: 99 Inf Combat Trains (see 2 Inf Div set up)

14 Cav Grp:

C37.15: 14 Cav HQ (Fat-1)
C34.18: E,F/18 Lt Arm TF, C/18 Arm Cav Co [1]
C39.15: 32 Arm Cav Bn [2]
C32.17: 14 Cav Combat Trains

Formation Activation Markers in Play: 14 Cav Grp, 2 Inf Div, 99 Inf Div

Allied Reinforcements:

Do not use the Allied Order of Arrival. Use the following Order of Arrival.

17 Dec 44

Entry Area O: 1 Inf Div (1/26, 2/26, 3/26 Inf Bn (each [4]))

C23.24: 99 Nor Inf Bn (must remain Unassigned this turn)

C17.21: 526 Arm Inf Bn (must remain Unassigned this turn)

Entry Area P:

1 Inf Div (1 Inf HQ (Fat-1), 745 Arm Bn [3], 634 TD Bn [2], 1 Inf Combat Trains, 1/18, 2/18, 3/18 Inf Bn (each [4]))

9 Inf Div (9 Inf HQ (Fat-1), 746 Arm Bn [4], 899 TD Bn, 1/47, 2/47, 3/47 Inf Bn (each [4]), 9 Inf Combat Trains)

18 Dec 44

Add: 1 Arty Point

C1.20: 82 Abn Div (82 Abn HQ (Done, Fresh), 80 Glider AT Bn, 1/504, 2/504, 3/504, 1/505, 2/505, 3/505 Abn Inf Bn, 82 Abn Combat Trains)

The 82 Abn HQ is to move to C6.19 and cannot move thereafter. It is released from this restriction only if a German unit enters its hex.

Entry Area O: 30 Inf Div (30 Inf HQ (Fat-1, Used), 743 Arm Bn [4], 823 TD Bn, 1/117, 2/117, 3/117, 1/119, 2/119, 3/119, 1/120, 2/120, 3/120 Inf Bn, 105 Eng Bn, 30 Inf Combat Trains)

Entry Area P: 1 Inf Div (703 TD Bn [2], 1/16, 2/16, 3/16 Inf Bn (each [4]), Davisson TD TF, 1 Eng Bn [3])

19 Dec 44

At HQ assigned: 740 Arm Bn [2]

Entry Area O: CCB/3 Arm Bde (CCB/3 Arm HQ (Fat-1), Jordan, Love Arm TF, McGrg Arm Inf TF, CCB/3 Arm Combat Trains)

At 9 ID HQ: 9 Inf Div (1/39, 2/39, 3/39 Inf Bn (each [4]), 15 Eng Bn [3])

20 Dec 44

Add: 2 Arty Points

21 Dec 44

Add: 4 Arty Points

At HQ assigned: 551 Abn Bn

German Set Up:

Greif Teams Available: 1

326 VG Div:

- C40.34: 326 VG HQ (Fat-2), 683 "88" Bn (Assigned 326 VG, Support)
- C39.33: I/751 Inf Bn [4]
- C42.32: II/751 Inf Bn
- C39.34: I/753 Inf Bn
- C43.31: 326 Erz Bn
- C40.35: 326 VG Combat Trains

12 SS Pz Div:

- C48.27: 12 SS Pz HQ (Fresh, 3 Arty Points, Coordination), I/25 SS Inf Bn, 12 SS JgPz Bn (Support)
- C51.25: Bremer SS Pz Recon KG
- C48.26: 1,3/I SS Pz Bn (-)
- C49.26: 5,6/I SS Pz Bn (-)
- C50.24: 560 JgPz Bn [3]
- C48.28: II/25 SS Inf Bn
- C49.29: III/25 SS Inf Bn
- C51.26: I/26 SS Inf Bn
- C52.26: II/26 SS Inf Bn
- C50.25: III/26 SS PG Bn
- C53.26: 12 SS Pio Bn
- C55.30: 12 SS Pz Combat Trains (Ghost)

277 VG Div:

- C47.27: 277 VG HQ (Fat-0, Coordination), 277 PJ Hetz Bn (Support)
- C47.24: 277 Fus Bicycle Co
- C46.25: I/989 Inf Bn [4], II/989 Inf Bn
- C46.24: I/990 Inf Bn [4], II/990 Inf Bn
- C46.26: I/991 Inf Bn, 277 Pio Bn
- C46.27: II/991 Inf Bn
- C50.30: 277 VG Combat Trains

12 VG Div:

- C46.18: 12 VG HQ (2 Arty Points, Fat-1, Coordination)
- C45.19: Holz VOR KG, I/89 Inf Bn [5]
- C45.21: I/48 Inf Bn [4]
- C46.21: II/48 Inf Bn [5]
- C44.19: I/27 Inf Bn [4], 12 Pio Bn [3]
- C45.20: II/27 Inf Bn [5], 12 Fus Bicycle Bn
- C46.19: II/89 Inf Bn [5]
- C59.17: 12 VG Combat Trains, 3 FJ Combat Trains

3 LW FJ Div:

- C47.16: 3 FJ HQ (2 Arty Points, Fat-2, Coordination)
- C45.16: I/5 LW FJ Bn [4]
- C46.16: II/5 LW FJ Bn
- C44.15: III/5 LW FJ Bn
- C44.18: I/9 LW FJ Bn [4], II/9 LW FJ Bn
- C44.16: III/9 LW FJ Bn, 3 LW FJ Pio Bn
- See above: 3 FJ Combat Trains (see 12 VG Div set up)

KG Peiper:

C44.17: Peiper SS Pz HQ (Fresh, Coordination), 11,13/2 SS PG Bn (-)
C43.18: 1,2/I SS Pz Bn (-), Spitze SS Pz Recon Co
C45.17: 6,7/I SS Pz Bn (-)
C48.18: 501 SS TGR Bn [2], 84 LW Pz Flak Bn
C47.18: 9,12/2 SS PG Bn (-)
C46.17: 3,9 Pz Pio Bn (-)
C49.18: Peiper SS KG Combat Trains (Ghost)

1 SS Pz Div (-)

C50.18: 1 SS Pz HQ (2 Arty Points, Fresh), 1 SS JgPz Bn (Support), I/2 SS Inf Bn
C55.17: Knittel SS Pz Recon KG
C54.17: I/1 SS Inf Bn
C55.18: II/1 SS Inf Bn
C56.17: III/1 SS Inf Bn
C51.19: II/2 SS Inf Bn
C52.19: 1 SS Pz Pio Bn
C58.22: 1 SS Pz (-) Combat Trains (Ghost)

150 Pz Bde:

C60.24: 150 Pz HQ (Fresh), X Inf KG
C61.25: Y Inf KG
C62.25: Z Inf KG, 150 Pz Bde Combat Trains (Ghost)

Formation Activation Markers in Play: Peiper KG, 1 SS Pz (-), 12 SS Pz, 150 Pz Bde, 3 FJ Div, 12 VG Div, 277 VG Div, 326 VG Div

German Reinforcements:

Do not use the German Order of Arrival. Use the following Order of Arrival.

17 Dec 44

w/i 2 C26.32: vdH LW FJ KG (vdH LW FJ HQ (Done, Fat-1), A, B LW FJ Co)

Entry Area A: vdH KG Combat Trains, 394, 667 StG Bde [1]

At 3 LW FJ HQ: 3 LW FJ Div (I/8, III/8 LW FJ Bn)

18 Dec 44

Entry Area Q: 326 VG Div (II/753 Inf Bn)

Entry Area A: 902 StG Bde [2], 1000+1 STgr Co

Entry Area B: 9 SS Pz Div (9 SS Pz HQ (Fresh), Recke SS Pz Recon Bn, I/9 SS Pz Bn [3], II/9 SS Pz Bn, 9 SS JgPz Bn, I/19, II/19, III/19, I/20, II/20, III/20 Inf Bn, 9 SS Pio Bn, 9 SS Pz Combat Trains)

19 Dec 44

Entry Area A: 3 PG Div (3 PG HQ (Fat-0), 103 Pz Recon Bn, 3 JgPz Bn, 103 StG Bn [2], I/8, II/8, III/8, I/29, II/29, III/29 Inf Bn, 3 Pio Bn, 3 PG Combat Trains)

21 Dec 44

Entry Area A: 519 JgPz Bn [3], 217 Brm Bn

Victory Conditions:

Victory is determined using the method described in 4.0 for control of the Victory Point Hexes in the playing area, except use the German total on the last turn of the scenario as the German greatest single turn total. In addition to the Victory Point Hexes for the German player, they get 1 VP for exiting each of the following formations with at least the number of units listed in parentheses off the west edge:

KG Peiper (3)
1 SS Pz Div (6)
9 SS Pz Div (9)
12 SS Pz Div (9)

German Sudden Death Victory (4.1) does not apply for this scenario but for the exiting formations above, the same conditions apply regarding Complete MSR, exiting on different turns, and Arty Asset Points and/or Independent units when exiting.

The German player does not control any Victory Point Hexes at the start of the scenario.

5.6 The Goose Egg

This covers the battle for St. Vith after the 7th Armored arrives and the Schnee Eifel pocket soon to be fully reduced. CCB/9 and the remnants of the 106th Infantry Division hold the Our River ostensibly.

Playing Area: Map C east of C15.XX and south of CXX.19 inclusive

First Turn: 18 Dec 44

Last Turn: 22 Dec 44

Game Length: 5 Turns

First Player on Turn 1: Germans

Pre-Game Weather:

Ground: Normal

Air Points:

After rolling for results, divide the results by three (rounded down).

Replacement Steps:

After rolling for results for AV or Non-AV, divide the results by three (rounded down).

Trace Supply Source:

Allied: Allies can trace from any secondary road running from the west edge of the playing area.

Germans: Use the ones listed in 1.3a in the playing area, all roads (including tracks but not railroads) running from the south edge of the playing area, and C35.19. The track entries count as entry hexes for purposes of Combat Train placement.

Allied Set Up:

All units are American.

14 Cav Grp:

C22.14: 14 Cav HQ (Fat-1), C/18 Arm Cav Co [1]

C21.14: 32 Arm Cav Bn [2]

C23.15: E, F/18 Lt Arm Cav TF

C16.11: 14 Cav Combat Trains (Ghost)

7 Arm Div:

C30.11: 7 Arm HQ (2 Arty Points, Fat-1), 814 TD Bn (Support), 168 Eng Bn

C31.14: 87 Arm Cav Bn

C20.10: Brown Arm TF

C26.11: Erlen Arm TF

C25.16: Wemple Arm TF

C19.11: Chap Arm Inf TF

C32.11: Fuller Arm Inf TF

C27.14: Rhea Arm Inf TF

C31.12: 33 Arm Eng Bn

C24.12: 7 Arm Combat Trains (Ghost)

CCB/9 Arm Bde:

C34.07: CCB/9 Arm HQ (1 Arty Point, Fat-1), 27 Arm Inf Bn, *A/811 TD Co (Support)*
C34.08: *D/89 Arm Cav Co*
C33.09: 14 Arm Bn
C30.10: CCB/9 Arm Combat Trains (Ghost)

112 Inf Rgt/28 Inf Div:

C23.02: 112/28 Inf HQ (1 Arty Point, Fat-1), *C/630 AT Co* {else 630 AT Bn [1] (Support) if not using add on unit}, 2 Inf Bn [5]
C23.01: 1 Inf Bn [5] (112/28 Inf)
C22.01: 3 Inf Bn [5] (112/28 Inf)
C21.06: 112/28 Inf Combat Trains, 106 Inf Combat Trains (Ghost)

106 Inf Div:

C27.06: 106 Inf HQ (1 Arty Point, Fat-1), 820 AT Bn [1] (Support)
C45.10: 1/422 Inf Bn [3]
C46.10: 2/422 Inf Bn [3]
C46.09: 3/422 Inf Bn [3]
C44.08: 1/423 Inf Bn [3]
C44.09: 2/423 Inf Bn [3]
C45.09: 3/423 Inf Bn [3]
C32.06: 1/424 Inf Bn [4]
C31.04: 2/424 Inf Bn [4]
C32.04: 3/424 Inf Bn [5]
See above: 106 Inf Combat Trains (see 112 Inf Rgt/28 Inf Div set up)

Formation Activation Markers in Play: 14 Cav Grp, 7 Arm Div, CCB/9 Arm, 112/28 Inf, 106 Inf Div

Allied Reinforcements:

None

German Set Up:

Greif Teams Available: 1

1 SS Pz Div (-):

C29.16: 1 SS Pz HQ (2 Arty Points, Fat-0), 1 SS JgPz Bn (Support), II/1 SS Inf Bn [5]
C28.16: I/1 SS Inf Bn [5]
C33.17: III/1 SS Inf Bn
C35.19: 1 SS Pz (-) Combat Trains (Ghost)

18 VG Div:

C41.12: 18 VG HQ (2 Arty Points, Fat-0), 244 StG Bde [1] (Assigned 18 VG, Support)
C33.14: Renn VOR KG
C41.10: I/293 Inf Bn
C43.08: II/293 Inf Bn [5]
C34.12: I/294 Inf Bn [5]
C35.12: II/294 Inf Bn
C42.11: I/295 Inf Bn
C44.10: II/295 Inf Bn [5]
C46.11: 1818 Pio Bn
C47.10: 18 Erz Bn
C46.08: 669 Ost Bn
C49.12: 18 VG Combat Trains

62 VG Div:

C37.04: 62 VG HQ (2 Arty Points, Fat-1), 162 Hetz Bn (Support), 162 Erz Bn
C36.05: *162 Fus Bicycle Co*
C36.06: I/164 Bicycle Bn [5]

C35.06: II/164 Inf Bn, 162 Pio Bn
C34.01: I/183 Inf Bn [5]
C35.03: II/183 Inf Bn
C35.05: I/190 Inf Bn [5]
C35.04: II/190 Inf Bn
C45.01: 62 VG Combat Trains

Formation Activation Markers in Play: 1 SS Pz (-), 18 VG Div, 62 VG Div

German Reinforcements:

Do not use the German Order of Arrival. Use the following Order of Arrival.

18 Dec 44

Entry Area B: 9 SS Pz Div (9 SS Pz HQ (Fresh), Recke SS Pz Recon Bn, I/9 SS Pz Bn [3], II/9 SS Pz Bn, 9 SS JgPz Bn, I/19, II/19, III/19, I/20, II/20, III/20 Inf Bn, 9 SS Pio Bn, 9 SS Pz Combat Trains)

Entry Area C: F.Beg Pz Bde (F.Beg Pz HQ (Fresh), FB Pz Bn [4], 200 StG Bde [2], I/FB Inf Bn, II/FB PG Bn, 828 Bicycle Bn, F.Beg Bde Combat Trains)

19 Dec 44

Remove: 1 SS Pz Div (all)

Add: 1 Arty Point

21 Dec 44

Entry Area B: 506 TGR Bn [2]

C16.00: 560 VG Div (560 VG HQ (Fat-2), I/1130 [3], II/1130 Inf Bn [4], 560 VG Combat Trains)

22 Dec 44

C15.03 or C15.05: 2 SS Pz Div (2 SS Pz HQ (Fresh), Krag SS Pz Recon Bn, 2 SS Pz Combat Trains)

Victory Conditions:

The German player wins if he controls all three Allied Victory Point Hexes in the playing area (St. Vith, Berg Reuland, and Vielsalm) by the end of the scenario. If the German player fails to capture all three, the Allied player wins.

See 4.0 for conditions of control. The German player does not control any of the Victory Point Hexes at the start of the scenario.

5.7 Bastogne: Screaming Eagles Under Siege

This scenario covers the entire siege of Bastogne, from the opening assault on the screening American forces until the relief column of the 4th Armored Division arrives.

Playing Area: Maps B and D south of XX.31 and north of XX.13 inclusive, east of B55.XX and west of D18.XX inclusive

First Turn: 19 Dec 44

Last Turn: 26 Dec 44

Game Length: 8 Turns

First Player on Turn 1: Germans

Pre-Game Weather:

Ground: Mud

Special Rules: The 26 VG Div has some units from Lehr Pz Div assigned when they enter as reinforcements. These units function as part of its assigned formation and cannot be reassigned (unlike independent units). This is to show the historical composition of 26 VG Div even if it is out of the players' control to do so in the rules. The remaining Lehr Pz Div units operate normally.

Air Points:

After rolling for results, divide the results by two (rounded down).

Replacement Steps:

Only the Germans can roll for Replacement steps. After rolling for results for AV or Non-AV, divide the results by three (rounded down).

Trace Supply Source:

Allied: Allies can trace from any primary or secondary road running from the west edge of the playing area. When the Allied reinforcements arrive, any primary or secondary road between B56.13 and D2.13 (inclusive) can be used as a trace supply source.

Germans: Germans can trace from D8.31 or D18.26.

Allied Set Up:

All units are American.

Bridge Markers:

B61.30: Bridge Blown

D8.31: Bridge OK

D17.17: Bridge Blown

Independent:

D8.21: 158 Eng Bn

CCB/10 Arm Bde:

D6.21: CCB/10 Arm HQ (2 Arty Points, Fat-1)

D10.22: Cherry Arm TM

D6.26: Desobry Arm TM

D8.19: O'Hara Arm TM

D3.18: CCB/10 Arm Combat Trains

CCR/9 Arm Bde:

D11.22: CCR/9 Arm HQ (Fat-2), Harper Arm TF [1]

D11.24: Booth Arm Inf TF

D9.22: CCR/9 Arm Combat Trains (Ghost)

101 Abn Div:

D3.21: 101 Abn HQ (2 Arty Points, Fresh), 705 TD Bn (Assigned 101 Abn, Support), 35 Eng Bn (Independent), *81 Glider AT Bn (Support)*

D4.21: 1/501 Abn Inf Bn

D5.21: 2/501 Abn Inf Bn

D5.20: 3/501 Abn Inf Bn

D1.22: 1/502 Abn Inf Bn

D2.21: 2/502 Abn Inf Bn

D2.22: 3/502 Abn Inf Bn

D4.22: 1/506 Abn Inf Bn

D5.22: 2/506 Abn Inf Bn

D3.23: 3/506 Abn Inf Bn

D2.20: 1/327 Glider Inf Bn

D4.19: 2/327 Glider Inf Bn

D1.20: 1/401 Glider Inf Bn

D3.20: 326 Abn Eng Bn

B60.21: 101 Abn Combat Trains (Ghost)

Formation Activation Markers in Play: CCR/9 Arm, CCB/10 Arm, 101 Abn Div

Allied Reinforcements:

Do not use the Allied Order of Arrival. Use the following Order of Arrival.

26 Dec 44

Any hex along south edge of playing area from B55.13 to D9.13: 4 Arm Div (4 Arm HQ (Fat-0), Abrams Arm TF [4], Jaques Arm Inf TF [4], 4 Arm Combat Trains)

German Set Up:

Greif Teams Available: 0

2 Pz Div:

D14.23: 2 Pz HQ (2 Arty Points, Fat-0, Coordination), 38 StG Bn (Support), Gutmn PG KG

D13.23: vBohm Pz Recon KG

D15.24: I/3 Pz Bn [3]

D15.25: II/304 Mot Inf Bn [5]

D16.25: 38 Pz Pio Bn [3]

D18.26: 2 Pz Combat Trains (Ghost)

26 VG Div:

D16.20: 26 VG HQ (2 Arty Points, Fat-1, Coordination), 26 Pio Bn

D13.22: Kunkel VOR KG

D17.19: I/39 Inf Bn [5]

D18.18: II/39 Inf Bn

D14.21: I/77 Inf Bn, II/77 Inf Bn

D15.21: I/78 Inf Bn [5], II/78 Inf Bn

D18.20: 26 Erz Bn

D18.27: 26 VG Combat Trains (Ghost), Lehr Pz Combat Trains (Ghost)

Lehr Pz Div:

D13.21: Lehr Pz HQ (2 Arty Points, Fat-0, Coordination), II/130 Pz Bn [3] (Support), vFallois Pz Recon KG

D11.21: I/902 Mot Inf Bn [5]

D12.21: II/902 Mot Inf Bn [5]

D14.19: 130 Pz Pio Bn

D15.19: 130 JgPz Bn [2]

See above: Lehr Pz Combat Trains (see 26 VG Div set up)

Formation Activation Markers in Play: Lehr Pz, 2 Pz Div, 26 VG Div

German Reinforcements:

Do not use the German Order of Arrival. Use the following Order of Arrival.

19 Dec 44

D18.26: 2 Pz Div (II/3 Pz Bn [4], II/2 Inf Bn [5], I/304 Bicycle Bn [5])

D18.18: Lehr Pz Div (243 StG Bde [2], I/901 PG Bn [5], II/901 Inf Bn [5])

This portion of Lehr Pz Div is assigned to 26 VG Div for the whole scenario.

24 Dec 44

D8.31: 15 PG Div (15 PG HQ (Fat-0), 115 Pz Bn [4] (support), I/115, II/115, III/115 Mot Inf Bn, 15 PG Combat Trains)

25 Dec 44

Add: 3 Arty Points

Victory Conditions:

The German player wins if he completes both of the following:

- 1) Controls Bastogne by the end of the scenario.

- 2) Exits 2 Pz Div with at least 7 units and the Lehr Pz Div with at least 4 units off the west edge before the end of the 22 Dec turn. For the Lehr Pz Div, the units that count do not include the units assigned to the 26 VG Div in this scenario.

See 4.0 for conditions of control. The Allies control Bastogne at the start of the scenario.

German Sudden Death Victory (4.1) does not apply for this scenario but for the exiting formations above, the same conditions apply regarding Complete MSR, exiting on different turns, and Arty Asset Points and/or Independent units when exiting.

If the German player fails to achieve these two conditions, the Allied player wins.

5.8 Advance & Destroy

This scenario covers Patton's Counterattack with his III and XII Corps. The German 7th Army tries to defend while Bastogne soon becomes Hitler's new obsession and diverts his depleted panzers south.

Playing Area: Map B east of B46.xx inclusive and all of Map D

First Turn: 22 Dec 44

Last Turn: 31 Dec 44

Game Length: 10 Turns

First Player on Turn 1: Allies

Pre-Game Weather:

Ground: Normal

Special Rules: Several units from Lehr are assigned to 26 VG. These units function as part of its assigned formation and cannot be reassigned (unlike independent units). This is to show the historical composition of formations even if it is out of the players' control to do so in the rules.

Air Points:

After rolling for results, divide the results by two (rounded down).

Replacement Steps:

After rolling for results for AV or Non-AV, divide the results by two (rounded down).

Trace Supply Source:

Allied: use the ones listed in 1.3b in the playing area.

Germans: use the ones listed in 1.3a in the playing area and include D26.35.

Allied Set Up:

All units are American.

Bridge Markers:

B61.30: Bridge Blown

D4.05: Bridge OK

D8.31: Bridge OK

D17.17: Bridge Blown

D29.07: Bridge Blown

D30.33: Bridge Blown

D33.09: Bridge Blown

D37.10: Bridge Blown

101 Abn Div:

D3.21: 101 Abn HQ (4 Arty Points, PD, Fat-1), 705 TD Bn (Assigned 101 Abn, Support), 35 Eng Bn (Independent), 81 Glider AT Bn [1] (Support)

D5.21: 1/501 Abn Inf Bn [4]

D5.22: 2/501 Abn Inf Bn [4]

D5.20: 3/501 Abn Inf Bn [4]

B62.23: 1/502 Abn Inf Bn
D1.25: 2/502 Abn Inf Bn
D3.24: 3/502 Abn Inf Bn
D4.22: 1/506 Abn Inf Bn [3]
D5.23: 2/506 Abn Inf Bn
D4.23: 3/506 Abn Inf Bn
B61.20: 1/327 Glider Inf Bn
D3.18: 2/327 Glider Inf Bn [4]
B59.22: 1/401 Glider Inf Bn
D1.19: 326 Abn Eng Bn
Off map: 101 Abn Div Combat Trains

CCB/10 Arm Bde:

D2.20: CCB/10 Arm HQ (Fat-2), Cherry Arm TM [2]
D5.19: O'Hara Arm TM [2]
Off Map: CCB/10 Arm Combat Trains

CCA/9 Arm Bde:

D37.03: CCA/9 Arm HQ (1 Arty Point, Fat-2), *B/811 TD Co (Support)* {else 811 TD Bn [2] (Support) if not using add on unit}, 89 Arm Cav Bn [2]
D37.04: 19 Arm Bn [4], 60 Arm Inf Bn [3]
D37.01: CCA/9 Arm Combat Trains, 10 Arm Div (-) Combat Trains, 109/28 Inf Combat Trains

109 Inf Rgt/28 Inf Div:

D35.04: 109/28 Inf HQ (1 Arty Point, Fat-3), 602 TD Bn (Assigned 109/28, Support)
D35.05: 1 Inf Bn [3]
D36.05: 3 Inf Bn [3]
See above: 109/28 Inf Combat Trains (see CCA/9 Arm Bde set up)

10 Arm Div (-):

D37.02: 10 Arm HQ (1 Arty Point, Fat-1), 609 TD Bn (Support)
D32.05: 90 Arm Cav Bn
D41.01: Chmbln Arm TF [8]
D40.01: Standish Arm TF
D38.02: Riley Arm Inf TF
D31.03: 55 Arm Eng Bn
See above: 10 Arm Div (-) Combat Trains (see CCA/9 Arm Bde set up)

4 Inf Div (-):

D47.01: 4 Inf HQ (3 Arty Points, PD, Fat-2), 70 Arm Bn [3] (Support), 803 TD Bn (Support), 802 AT Bn (Support)
D43.02: Luckett Inf TF [4]
D45.02: 1/12 Inf Bn [3]
D48.02: 2/12 Inf Bn [3]
D49.02: 3/12 Inf Bn [3]
D51.02: 2/22 Inf Bn [3]
D52.01: 3/22 Inf Bn [3]
D47.02: 4 Eng Bn [2]
D45.01: 159 Eng Bn [1]
D48.00: 4 Inf Div Combat Trains

Formation Activation Markers in Play: CCA/9 Arm, 10 Arm Div (-), CCB/10 Arm, 4 Inf Div, 109/28 Inf, 101 Abn Div

Allied Reinforcements:

Do not use the Allied Order of Arrival. Use the following Order of Arrival.

Add: 20 Arty Points

Entry Area F: 5 Inf Div (5 Inf HQ (Fat-0), 808 AT Bn, 1/10, 2/10, 3/10 Inf Bn, 5 Inf Combat Trains)

Entry Area G: 80 Inf Div (80 Inf HQ (Fat-0), 1/318, 2/318, 3/318, 1/319, 2/319, 3/319 Inf Bn, 610 TD Bn, 702 Arm Bn [3], 305 Eng Bn, 80 Inf Combat Trains)

Entry Area I: 4 Arm Div (4 Arm HQ (Fat-0), 25 Arm Cav Bn [3], Irzyk [5], Oden [5] Arm TF, Alanis [5], Cohen [5] Arm Inf TF, 24 Eng Bn [3], 704 TD Bn, 4 Arm Combat Trains)

Entry Area H: 26 Inf Div (26 Inf HQ (Fat-1), 1/104, 2/104, 3/104, 1/328, 3/328 Inf Bn, Hamilton Inf TF, 735 Arm Bn, 818 TD Bn, 101 Eng Bn, 26 Inf Combat Trains)

23 Dec 44

Add: 1 Arty Point

24 Dec 44

Entry Area F: 5 Inf Div (737 Arm Bn [4], 1/2, 2/2, 3/2, 1/11, 2/11, 3/11 Inf Bn, 7 Eng Bn)

Entry Area G: 80 Inf Div (1/317, 2/317, 3/317 Inf Bn)

Entry Area H: 26 Inf Div (1/101, 2/101, 3/101 Inf Bn)

Entry Area I: 6 Arm Cav Grp (6 Arm Cav HQ (Fat-1), 6, 28 Arm Cav Bn, 6 Cav Combat Trains)

25 Dec 44

B57.01:

4 Arm Div (Abrams [4] Arm TF, Jaques [4] Arm Inf TF)

26 Dec 44

Entry Area H or I: 6 Arm Div (6 Arm HQ (Fat-0), 86 Arm Cav Bn, Davall, LaGrew, Kenndy Arm TF, Brown, Wall, Britton Arm Inf TF, 25 Eng Bn, 603 TD Bn, 6 Arm Combat Trains)

Entry Area I: 35 Inf Div (35 Inf HQ (Fat-1), 654 TD Bn, 1/134, 2/134, 3/134, 1/137, 2/137, 3/137, 1/320, 2/320, 3/320 Inf Bn (each [5]), 60 Eng Bn [3], 35 Inf Combat Trains)

27 Dec 44

Remove: 10 Arm Div (all)... this does not apply to CCB/10 Arm!

28 Dec 44

Add: 2 Arty Points

29 Dec 44

B46.06: 11 Arm Div (11 Arm HQ (Fat-1), 41 Arm Cav Bn, 22 Arm Bn, Blue, Poker Arm TF, Pat, White Arm Inf TF, 55 Arm Inf Bn, 56 Eng Bn, 11 Arm Combat Trains)

30 Dec 44

B45.16: 87 Inf Div (87 Inf HQ (Fat-1), 761 Arm Bn, 1/345, 2/345, 3/345, 1/346, 2/346, 3/346, 1/347, 2/347, 3/347 Inf Bn, 312 Eng Bn, 87 Inf Combat Trains)

German Set Up:

Greif Teams Available: 0

2 Pz Div:

B53.25: 2 Pz HQ (Fat-0)

B55.24: 38 Pz Pio Bn [3]

B60.26: 1/304 Bicycle Bn [5], 2 Pz Combat Trains (Ghost), Lehr Pz Combat Trains (Ghost)

Lehr Pz Div:

- B53.19:** Lehr Pz HQ (2 Arty Points, Fat-0)
- B53.23:** vFallois Pz Recon KG
- B53.21:** 130 Pz Pio Bn
- See above:** Lehr Pz Combat Trains (see 2 Pz Div set up)

26 VG Div:

- D6.18:** 26 VG HQ (2 Arty Points, Fat-1), I/901 PG Bn [5] (Lehr, Assigned 26 VG)
- B58.20:** Kunkel VOR KG
- B62.17:** I/39 Inf Bn [5]
- B59.19:** II/39 Inf Bn [5]
- B62.25:** I/77 Inf Bn [5]
- D3.25:** II/77 Inf Bn [5]
- D6.20:** II/78 Inf Bn [5]
- D6.22:** I/78 Inf Bn [5]
- D5.24:** 26 Pio Bn
- D2.16:** 26 Erz Bn
- D4.17:** II/901 Inf Bn [5] (Lehr, Assigned 26 VG)
- D5.18:** 243 StG Bde [2] (Lehr, Assigned 26 VG)
- D14.21:** 26 VG Combat Trains, 5 FJ Combat Trains (Ghost), F.Gren Bde Combat Trains (Ghost)

5 LW FJ Div:

- D3.13:** 5 FJ HQ (Fat-1, PD), 11 LW StG Bde [2] (Support)
- B60.17:** Bernk LW FJ KG [5]
- D9.09:** I/13 LW FJ Bn
- D10.08:** II/13 LW FJ Bn
- D5.10:** III/13 LW FJ Bn
- D2.10:** I/14 LW FJ Bn [5]
- B59.10:** II/14 LW FJ Bn [5]
- B57.13:** III/14 LW FJ Bn
- D4.05:** II/15 LW FJ Bn [5]
- B62.07:** III/15 LW FJ Bn
- B62.10:** 5 LW FJ Pio Bn
- See above:** 5 FJ Combat Trains (see 26 VG Div set up)

F.Gren Pz Bde:

- D18.12:** F.Gren Pz HQ (Fresh), 911 StG Bde (Support)
- D20.10:** FG Pz Bn [4]
- D14.11:** Gren Inf Bn
- D17.10:** Fus PG Bn
- D22.11:** 929 Bcl Bn
- D21.16:** 506 TGR Bn [1] (Assigned F.Gren)
- See above:** F.Gren Bde Combat Trains (see 26 VG Div set up)

352 VG Div:

- D31.07:** 352 VG HQ (Fat-3), 352 Hetz Bn [1] (Support), 668 "88" Bn (Assigned 352 VG, Support), I/914 Inf Bn [4]
- D33.09:** *352 Fus Bicycle Co [1]*
- D29.07:** II/914 Inf Bn [4]
- D26.07:** I/915 Inf Bn [4] (Move Side)
- D25.07:** II/915 Inf Bn [4] (Move Side)
- D25.04:** I/916 Inf Bn [4] (Move Side)
- D26.05:** II/916 Inf Bn [4] (Move Side)
- D34.09:** 352 Pio Bn
- D37.10:** 352 Erz Bn
- D35.14:** 352 VG Combat Trains

276 VG Div:

D42.05: 276 VG HQ (PD, Fat-3), 276 Hetz Bn (Support), 657 "88" Bn (Assigned 276 VG, Support), 276 *Fus Bicycle Co* [1]
D39.07: I/986 Inf Bn [4]
D39.06: II/986 Inf Bn [4]
D43.04: I/987 Inf Bn [4]
D44.04: II/987 Inf Bn [4]
D41.04: I/988 Inf Bn [4]
D42.03: II/988 Inf Bn [4]
D40.04: 276 Pio Bn
D46.07: 276 Combat Trains, 212 VG Combat Trains

212 VG Div:

D51.04: 212 VG HQ (PD, Fat-3), 212 PJ StG Bn [1] (Support)
D47.04: 212 *Fus Bicycle Bn* [4]
D50.02: I/316 Inf Bn [5]
D51.03: II/316 Inf Bn [5]
D53.02: I/320 Inf Bn [5]
D52.02: II/320 Inf Bn [5]
D45.04: I/423 Inf Bn [5]
D46.03: II/423 Inf Bn [5]
D49.03: 212 Pio Bn [2]
D53.01: XXIII Penal Bn
See above: 212 VG Combat Trains (see 276 VG Div set up)

79 VG Div:

D36.14: 79 VG HQ (Fresh), I/208 Inf Bn (Move Side)
D38.15: 179 *Fus Bicycle Co*
D37.14: II/208 Inf Bn (Move Side)
D38.14: I/212 Inf Bn (Move Side)
D39.14: II/212 Inf Bn (Move Side)
D39.15: I/226 Inf Bn (Move Side)
D39.16: II/226 Inf Bn (Move Side)
D40.16: 179 Pio Bn (Move Side)
D41.17: 79 VG Combat Trains (Ghost)

Formation Activation Markers in Play: Lehr Pz Div, 2 Pz Div, F.Gren Bde, 5 FJ Div, 26 VG Div, 79 VG Div, 212 VG Div, 276 VG Div, 352 VG Div

German Reinforcements

Do not use the German Order of Arrival. Use the following Order of Arrival.

24 Dec 44

Remove: Lehr Pz Div (Lehr Pz HQ, vFallois Pz Recon KG, 130 Pz Pio Bn, Lehr Pz Combat Trains).

Remove: 2 Pz Div (2 Pz HQ, I/304 Bicycle Bn, 38 Pz Pio Bn, 2 Pz Combat Trains)

D10.35: 15 PG Div (15 PG HQ (Fat-0), 115 Pz Bn [4], 33 JgPz Bn, I/104, II/104, III/104, I/115, II/115, III/115 Inf Bn, 33 Pio Bn, 15 PG Div Combat Trains)

Entry Area D: Lehr Pz Div (559 JgPz Bn [2]) - Assigned to 26 VG Div HQ

25 Dec 44

Add: 2 Arty Points

Entry Area D: 9 VG Div (9 VG HQ (Fresh), I/36 Bicycle Bn, II/36 Inf Bn, 9 VG Combat Trains)

At 212 VG HQ: 212 VG Div (44 Fest MG Bn)

26 Dec 44

Entry Area D: 9 VG Div (9 *Fus Bicycle Co*, I/57, II/57, I/116, II/116 Inf Bn, 9 Pio Bn), 9Hetz Bn (Support))

27 Dec 44

B55.35: F.Beg Pz Bde (F.Beg Pz HQ (Fat-1), FB Pz Bn [2], 200 StG Bde [2], I/FB Inf Bn [5], II/FB PG Bn [5], 828 Bicycle Bn [5], F.Beg Pz Combat Trains)

28 Dec 44

D10.35: 167 VG Div (167 VG HQ (Fresh), 167 *Fus Bicycle Co*, I/331, II/331, I/339, II/339, I/387, II/387 Inf Bn, 167 Pio Bn, 167 VG Combat Trains)

28 Dec 44

D7.35: 1 SS Pz Div (1 SS Pz HQ (Fat-1), 1 JgPz Bn [2], I/1, II/1, III/1, I/2, II/2 SS Inf Bn (each [3]), 1 SS Pz Pio Bn [2], 1 SS Pz Combat Trains)

D10.35: 3 PG Div (3 PG HQ (Fat-1), 103 Pz Recon Bn, 3 JgPz Bn [2], 103 StG Bn [1], I/8, II/8, III/8, I/29, II/29, III/29 (each [4]) Inf Bn, 3 Pio Bn [2], 3 PG Combat Trains)

Victory Conditions:

The Allied player wins if he controls Bastogne and also three of the remaining Allied Victory Point Hexes in the playing area by the end of the scenario. If the Allied player fails to achieve this, the German player wins.

See 4.0 for conditions of control. The Germans control all of the Victory Point Hexes except Bastogne at the start of the scenario.

5.9 Tip of the Spear

This scenario starts with the Germans reaching their furthest position west around Celles. Their logistics are strained and the fresh US 2nd Armored has arrived and is poised to blunt the German advance. This is the last ditch effort for the Germans to reach the Meuse.

Playing Area: Map A

First Turn: 24 Dec 44

Last Turn: 27 Dec 44

Game Length: 4 Turns

First Player on Turn 1: Allies

Pre-Game Weather:

Ground: Freeze

Special Rules: 1 Abn Inf Bn (517 Abn) is assigned to 3 Arm (-) and Doan Arm TF (3 Arm) is assigned to 84 Inf Div in this scenario. These units function as part of 3 Arm (-) and 84 Inf Div (respectively) and cannot be reassigned (unlike independent units). This is to show the historical composition of formations even if it is out of the players' control to do so in the rules.

Air Points:

After rolling for results, divide the results by two (rounded down).

Replacement Steps:

After rolling for results for AV or Non-AV, divide the results by three (rounded down).

Trace Supply Source:

Allied: use the ones listed in 1.3b in the playing area.

Germans: Germans can trace from any primary or secondary road running from the south edge of the playing area starting from A32.00 eastward, all roads (including tracks) running from the east edge of the playing area starting from A63.12 southward. The track entries count as entry hexes for purposes of Combat Train placement.

Allied Set Up:

Units are American unless otherwise noted.

Bridge Markers:

A31.01: Bridge OK

A56.02: Bridge OK

Independents:

A8.27: 1/29 Inf Bn

A6.01: 2/29 Inf Bn

A33.32: 3/29 Inf Bn

29 CW Arm Bde:

A9.09: 29 CW Arm HQ (Fat-0), 61 Rec Arm Cav Bn

A6.05: 23 Hus Arm Bn [5]

A12.12: 2 HHC Arm Cav Bn

A13.10: 3 RTR Arm Bn [5]

A9.14: 2 FFY Arm Bn [5], 29 CW Arm Bde Combat Trains

2 Arm Div:

A24.12: 2 Arm HQ (2 Arty Points, Fat-0), 702 TD Bn (Support), 3/67 Arm Bn, 3/41 Arm Inf Bn

A23.12: 82 Arm Cav Bn

A25.10: 1/66 Lt Arm Bn

A29.09: 2/66 Arm Bn, 2/41 Arm Inf Bn

A26.09: 3/66 Arm Bn

A25.13: 1/67 Arm Bn, 1/41 Arm Inf Bn

A24.13: 2/67 Arm Bn

A24.14: 17 Eng Bn

A25.18: 2 Arm Div Combat Trains

4 Cav Grp:

A33.11: 4 Arm Cav HQ (2 Arty Points, Fat-0)

A35.08: 759 Lt Arm Bn

A31.08: 4 Arm Cav Bn

A33.07: 24 Arm Cav Bn

A27.14: 4 Cav Grp Combat Trains

84 Inf Div:

A41.08: 84 Inf HQ (3 Arty Points, PD, Fat-1), 771 Arm Bn [5] (Support), 638 TD Bn (Support), 3/333 Inf Bn [5]

A31.03: 1/333 Inf Bn [5]

A41.12: 2/333 Inf Bn [5]

A44.07: 1/334 Inf Bn [5]

A46.08: 2/334 Inf Bn [5]

A42.06: 3/334 Inf Bn [5]

A37.06: 1/335 Inf Bn [5]

A41.06: 2/335 Inf Bn [5]

A34.01: 3/335 Inf Bn [3]

A40.06: 309 Eng Bn [3]

A39.05: Doan Arm TF (3 Arm, Assigned 84 Inf)

A42.16: 84 Inf Combat Trains

75 Inf Div:

A50.17: 75 Inf HQ (PD, Fat-1), 750 Arm Bn (Support), 275 Eng Bn

A56.11: 1/289 Inf Bn

A57.12: 2/289 Inf Bn

A59.12: 3/289 Inf Bn

A50.11: 1/290 Inf Bn

A52.11: 2/290 Inf Bn
A51.12: 3/290 Inf Bn
A46.16: 1/291 Inf Bn
A46.15: 2/291 Inf Bn
A47.16: 3/291 Inf Bn
A44.21: 75 Inf Combat Trains

3 Arm Div (-):

A53.13: 3 Arm HQ (2 Arty Points, PD, Fat-1)
A61.12: 83 Arm Cav Bn
A60.08: Kane Arm TF
A62.12: Rich Arm TF
A55.10: Orr Arm Inf TF [5]
A47.10: 23 Arm Eng Bn, 51 Eng Bn (-) (Independent)
A51.10: 1 Abn Inf Bn [4] (517 Abn, Assigned 3 Arm)
A53.10: 509 Abn Inf Bn [4] (Assigned 3 Arm)
A55.18: 3 Arm (-) Combat Trains

7 Arm Div:

A59.26: 7 Arm HQ (2 Arty Points, Fat-3), 814 TD Bn [2] (Support), 33 Eng Bn
A58.26: 87 Arm Cav Bn [4]
A62.24: Brown Arm TF [3], Chap Arm Inf TF [3]
A57.26: Erlen Arm TF [3], Rhea Arm Inf TF [3]
A62.22: Wemple Arm TF [3], Fuller Arm Inf TF [3]
A62.28: 7 Arm Combat Trains

Formation Activation Markers in Play: 2 Arm Div, 3 Arm Div (-), 7 Arm Div, 29 Br Arm Bde, 4 Cav Grp, 75 Inf Div, 84 Inf Div

Allied Reinforcements

Do not use the Allied Order of Arrival. Use the following Order of Arrival.

24 Dec 44

Add: 1 Arty Point

75 ID HQ: 75 Inf Div (629 TD Bn)

3 AD HQ: 3 Arm Div (628 TD Bn)

26 Dec 44

Add: 1 Arty Point

A63.29: CCB/3 Arm Bde (CCB/3 Arm HQ (Fat-1), Jordan, Love Arm TF, McGrg Arm Inf TF [5], CCB/3 Arm Combat Trains)

27 Dec 44

Add: 3 Arty Points

Entry Area N: 83 Inf Div (83 Inf HQ (Fat-1), 774 Arm Bn, 772 AT Bn, 1/329, 2/329, 3/329, 1/330, 2/330, 3/330, 1/331, 2/331, 3/331 Inf Bn (each [4]), 308 Eng Bn [3], 83 Inf Combat Trains)

German Set Up:

Greif Teams Available: 0

2 Pz Div:

A37.03: 2 Pz HQ (2 Arty Points, Fat-1), 38 StG Bn (Support), Gutmn PG KG
A17.08: vBohm Pz Recon KG

A20.06: I/3 Pz Bn [3]
A21.07: II/304 Inf Bn [5]
A22.07: 38 Pz Pio Bn [3]
A38.02: II/3 Pz Bn [4]
A39.02: II/2 Inf Bn [5]
A40.01: I/304 Bicycle Bn [5]

Lehr Pz Div:

A32.00: Lehr Pz HQ (2 Arty Points, Fat-1), 130 JgPz Bn [2] (Support), vFallois Pz Recon KG, I/902 Inf Bn [5]

116 Pz Div:

A46.03: 116 Pz HQ (2 Arty Points, Fat-2), 228 JgPz Bn (Support)
A49.09: Stephan Pz Recon KG [4]
A44.06: I/16 Pz Bn [2]
A45.07: II/16 Pz Bn [1], I/60 PG Bn [4]
A46.07: II/60 Inf Bn [4]
A43.06: I/156 Inf Bn [4]
A42.05: II/156 Inf Bn [4]
A42.04: 675 Pz Pio Bn
A56.02: 116 Pz Combat Trains, 560 VG Combat Trains

560 VG Div:

A55.07: 560 VG HQ (2 Arty Points, Fat-2), 1560 PJ Hetz Bn [1]
A57.09: 1560 Fus Bicycle Co [1]
A54.09: I/1128 Inf Bn [3]
A56.09: II/1128 Inf Bn [3]
A59.08: I/1129 Inf Bn [4]
A60.07: II/1129 Inf Bn [4]
A51.09: I/1130 Inf Bn [3]
A52.09: II/1130 Inf Bn [3]
A53.07: 1560 Pio Bn [3]
See above: 560 VG Combat Trains (see 116 Pz Div set up)

Formation Activation Markers in Play: Lehr Pz, 2 Pz Div, 116 Pz Div, 560 VG Div

German Reinforcements

Do not use the German Order of Arrival. Use the following Order of Arrival. If entry hex is blocked, can enter on any road east or south under German control.

24 Dec 44

Add: 1 Arty Point

A32.00: Lehr Pz Div (II/130 Pz Bn [3], II/902 Inf Bn [5], 130 Pz Pio Bn [3])

A63.12 or A63.09: 2 SS Pz Div (2 SS Pz HQ (Fat-0), 2 SS JgPz Bn, I/3 SS Bicycle Bn, II/3, III/3, I/4, II/4 SS Inf Bn, III/4 SS PG Bn [5], 2 SS Pz Combat Trains)

25 Dec 44

Any Legal Hex: 2 Pz Combat Trains (Ghost), Lehr Pz Combat Trains (Ghost)

A44.00: 9 Pz Div (9 Pz HQ (Fresh), 9 Pz Recon Bn, I/33 Pz Bn [2], II/33 Pz Bn [3], 50 JgPz Bn [2], I/10 PG Bn, II/10 Bicycle Bn, I/11, II/11 Inf Bn, 86 Pio Bn, 9 Pz Combat Trains)

A63.12 or A63.09: 2 SS Pz Div (Krag SS Pz Recon KG, I/2, II/2 SS Pz Bn, 2 SS Pio Bn)

26 Dec 44

Add: 1 Arty Point

A63.06: F.Beg Pz Bde (F.Beg Pz Bde HQ, Fat-1, FB Pz Bn [4], 200 StG Bde [2], I/FB Inf Bn [5], II/FB PG Bn [5], 828 Bicycle Bn [5], F. Beg Pz Bde Combat Trains)

Victory Conditions:

The German player wins if he controls four German Victory Point Hexes in the playing area by the end of the scenario. If the German player fails to achieve this, the Allied player wins.

See 4.0 for conditions of control. The Germans control Rochefort and La-Roche-en-Ardenne at the start of the scenario.

5.10 Final Blitzkrieg

This campaign game starts with the Germans approaching the Meuse but their supply tether being stretched thin. St. Vith has just been lost by the Americans and the defenders are about to be pierced and outflanked. The US VII Corps in the north and III Corps in the south are poised to show payback: American Style.

Playing Area: All maps

First Turn: 22 Dec 44

Last Turn: 31 Dec 44

Game Length: 10 Turns

First Player on Turn 1: Allies

Pre-Game Weather:

Ground: Normal

Special Rules: Several units from one formation are assigned to another formation. These units function as part of its assigned formation and cannot be reassigned (unlike independent units). This is to show the historical composition of formations even if it is out of the players' control to do so in the rules. Rebuildable units that are technically in the dead pile are not listed here and are not available to rebuild. Use the replacement points for units that start in this scenario and this includes those that are subsequently eliminated.

Allied Set Up:

All units are American unless otherwise indicated.

Bridge Markers:

A56.02: Bridge OK

B61.30: Bridge Blown

C4.23: Bridge Blown

C6.22: Bridge OK

C13.20: Bridge Blown

C14.18: Bridge Blown

C17.21: Bridge Blown

C31.04: Bridge OK

C34.07: Bridge Blown

D4.05: Bridge OK

D8.31: Bridge OK

D17.17: Bridge Blown

D29.07: Bridge Blown

D30.33: Bridge Blown

D33.09: Bridge Blown

D37.10: Bridge Blown

Independents:

A47.10: 51 Eng Bn (-)

C23.24: 291 Eng Bn

84 Inf Div:

A36.05: 84 Inf HQ (PD, Fat-1), 771 Arm Bn [5] (Support), 638 TD Bn (Support)

B30.32: 1/333 Inf Bn [5]
A41.12: 2/333 Inf Bn [5]
A41.11: 3/333 Inf Bn [5]
A44.07: 1/334 Inf Bn [5]
A46.08: 2/334 Inf Bn [5]
A42.06: 3/334 Inf Bn [5]
A37.06: 1/335 Inf Bn [5]
A41.06: 2/335 Inf Bn [5]
B32.34: 3/335 Inf Bn [5]
A40.06: 309 Eng Bn [3]
A39.05: Doan Arm TF (3 Arm, Assigned 84 Inf)
A41.13: 84 Inf Combat Trains

3 Arm Div (-)

A53.13: 3 Arm HQ (2 Arty Points, PD, Fat-1)
A52.11: 83 Arm Cav
A54.06: Hogan Arm TF [1]
A60.08: Kane Arm TF
A55.10: Orr Arm Inf TF
C1.10: Rich Arm TF
A49.11: 23 Eng Bn
A55.18: 3 Arm (-) Combat Trains

110 Inf Rgt/28 Inf Div:

B41.12: 110/28 Inf HQ (PD, Fat-3), 707 Arm Bn [1] (Support), 103 Eng Bn [1]
B43.13: 2 Inf Bn [2]
B33.09: 110/28 Inf Combat Trains

82 Abn Div:

C9.14: 82 Abn HQ (3 Arty Points, PD, Fat-0), *80 Glider AT Bn (Support)*
C10.20: 1/504 Abn Bn
C7.21: 2/504 Abn Bn
C9.21: 3/504 Abn Bn
C14.15: 1/505 Abn Bn
C13.19: 2/505 Abn Bn, C/51 Eng Co (Independent)
C14.17: 3/505 Abn Bn
C14.11: 1/508 Abn Bn
C15.10: 2/508 Abn Bn
C12.09: 3/508 Abn Bn
C10.09: 1/325 Glider Bn
C4.08: 2/325 Abn Bn
C7.09: 2/401 Glider Bn
C14.13: 307 Abn Eng Bn
C1.20: 82 Abn Combat Trains

14 Cav Grp:

C15.05: 14 Cav HQ (Fat-3)
C18.03: A/18 Arm Cav Co [1]
C16.03: C/18 Arm Cav Co [1]
C13.02: 32 Arm Cav Bn [1]
C16.08: 14 Cav Combat Trains, 112/28 Inf Combat Trains, 106 Inf Combat Trains

112 Inf Rgt/28 Inf Div:

C19.06: 112/28 Inf HQ (1 Arty Point, PD, Fat-3), *C/630 AT Co (Support)* {else 630 AT Bn [1] if not using add on unit}
C20.04: 1 Inf Bn [2]
C21.05: 2 Inf Bn [2]

C22.05: 3 Inf Bn [2]
See above: 112/28 Inf Combat Trains (see 14 Cav Grp set up)

106 Inf Div:

C24.07: 106 Inf HQ (1 Arty Point, PD, Fat-3), 820 AT Bn [1] (Support)
C24.05: 1/424 Inf Bn [2]
C26.05: 2/424 Inf Bn [2]
C27.06: 3/424 Inf Bn [2]
See above: 106 Inf Combat Trains (see 14 Cav Grp set up)

7 Arm Div:

C20.09: 7 Arm HQ (2 Arty Points, PD, Fat-2), 814 TD Bn [2] (Support)
C21.09: 87 Arm Cav Bn [4]
C22.14: Brown Arm TF [5]
C26.09: Erlen Arm TF [5]
C16.06: Wemple Arm TF [5]
C20.13: Chap Arm Inf TF [5]
C26.11: Fuller Arm Inf TF [5]
C24.12: Rhea Arm Inf TF [5]
C18.12: 33 Arm Eng Bn
C16.11: 7 Arm Combat Trains, CCB/9 Arm Combat Trains

CCB/9 Arm Bde:

C26.07: CCB/9 Arm HQ (1 Arty Point, Fat-3), *D/89 Arm Cav Co, A/811 TD Co (Support)*
C28.08: 14 Arm Bn [4]
C28.07: 27 Arm Inf Bn [4]
See above: CCB/9 Arm Combat Trains (see 7 Arm Div set up)

CCB/3 Arm Div:

C13.25: CCB/3 Arm HQ (1 Arty Point, Fat-1)
C9.24: Jordan Arm TF
C14.21: Love Arm TF
C12.22: McGrg Arm Inf TF [5]
C10.30: CCB/3 Arm Combat Trains

30 Inf Div:

C18.26: 30 Inf HQ (2 Arty Points, Fat-2), 743 Arm Bn [5] (Support), 823 TD Bn [2] (Support), 5 Belgian Fus Bn (Independent)
C17.21: 1/117 Inf Bn [5]
C19.22: 2/117 Inf Bn
C15.22: 3/117 Inf Bn [5]
C8.23: 740 Arm Bn [2] (Assigned 30 Inf), 1/119 Inf Bn [4]
C11.24: 2/119 Inf Bn [4]
C10.23: 3/119 Inf Bn [4]
C24.24: 1/120 Inf Bn
C17.24: 2/120 Inf Bn
C21.23: 3/120 Inf Bn
C12.23: 105 Eng Bn
C13.30: 551 Abn Bn (Assigned 30 Inf)
C21.22: 526 Arm Inf Bn (Assigned 30 Inf)
C22.23: 99 Nor Inf Bn (Assigned 30 Inf)
C17.32: 30 Inf Combat Trains

1 Inf Div:

C29.29: 1 Inf HQ (2 Arty Points, PD, Fat-2), 745 Arm Bn [5] (Support), 634 TD Bn (Support), 703 TD Bn (Support)
C28.23: Davisson TD TF

C33.24: 1/16 Inf Bn [4]
C29.23: 2/16 Inf Bn [3]
C31.23: 3/16 Inf Bn [3]
C35.26: 1/18 Inf Bn [4]
C35.25: 2/18 Inf Bn [4]
C31.27: 3/18 Inf Bn [4]
C35.24: 1/26 Inf Bn [3]
C36.23: 2/26 Inf Bn [3]
C37.24: 3/26 Inf Bn [3]
C26.24: 1 Eng Bn [3] (1 Inf)
C26.32: 1 Inf Combat Trains

2 Inf Div:

C36.27: 2 Inf HQ (3 Arty Points, PD, Fat-2), 741 Arm Bn (Support), 612 AT Bn (Support), 644 TD Bn (Support), 1/9 Inf Bn [1], 2 Eng Bn [2]
C35.27: 2,99 Arm Cav TF [1]
C35.28: 2/9 Inf Bn [1], 3/9 Inf Bn [1]
C36.26: 1/23 Inf Bn [3]
C36.24: 2/23 Inf Bn [3]
C36.25: 3/23 Inf Bn [3]
C37.26: 1/38 Inf Bn [3]
C37.25: 2/38 Inf Bn [3]
C38.25: 3/38 Inf Bn [3]
C29.28: 2 Inf Combat Trains, 99 Inf Combat Trains

99 Inf Div:

C36.28: 99 Inf HQ (2 Arty Points, PD, Fat-3), 801 AT Bn [1] (Support), 1/395 Inf Bn [2], 2/395 Inf Bn [2]
C38.26: 1/393 Inf Bn [2], 3/393 Inf Bn [2]
C38.28: 2/393 Inf Bn [2]
C39.27: 1/394 Inf Bn [3]
C38.27: 2/394 Inf Bn [3]
C39.28: 3/394 Inf Bn [3]
C38.33: 3/395 Inf Bn
C39.26: 324 Eng Bn [3]
See above: 99 Inf Combat Trains (See 2 Inf Div set up)

9 Inf Div:

C36.32: 9 Inf HQ (1 Arty Point, PD, Fat-1), 746 Arm Bn [5] (Support), 899 TD Bn (Support)
C39.30: 1/39 Inf Bn [4]
C38.30: 2/39 Inf Bn [4]
C37.31: 3/39 Inf Bn [4]
C37.32: 1/47 Inf Bn [3]
C38.32: 2/47 Inf Bn [4]
C37.34: 3/47 Inf Bn [4]
C37.35: 15 Eng Bn [3]
C30.35: 9 Inf Div Combat Trains

101 Abn Div:

D3.21: 101 Abn HQ (4 Arty Points, PD, Fat-1), 705 TD Bn (Assigned 101 Abn, Support), 35 Eng Bn (Independent), *81 Glider AT Bn (Support)*
D5.21: 1/501 Abn Inf Bn [4]
D5.22: 2/501 Abn Inf Bn [4]
D5.20: 3/501 Abn Inf Bn [4]
B62.23: 1/502 Abn Inf Bn
D1.25: 2/502 Abn Inf Bn
D3.24: 3/502 Abn Inf Bn
D4.22: 1/506 Abn Inf Bn [3]

D5.23: 2/506 Abn Inf Bn
D4.23: 3/506 Abn Inf Bn
B61.20: 1/327 Glider Inf Bn
D3.18: 2/327 Glider Inf Bn [4]
B59.22: 1/401 Glider Inf Bn
D1.19: 326 Abn Eng Bn
Off map: 101 Abn Div Combat Trains

CCB/10 Arm Bde:

D2.20: CCB/10 Arm HQ (Fat-2), Cherry Arm TM [2]
D5.19: O'Hara Arm TM [2]
Off Map: CCB/10 Arm Combat Trains

CCA/9 Arm Bde:

D37.03: CCA/9 Arm HQ (1 Arty Point, Fat-2), *B/811 TD Co (Support)* {else 811 TD Bn [2] (Support) if not using add on unit}, 89 Arm Cav Bn [2]
D37.04: 19 Arm Bn [4], 60 Arm Inf Bn [3]
D37.01: CCA/9 Arm Combat Trains, 10 Arm Div (-) Combat Trains, 109/28 Inf Combat Trains

10 Arm Div (-):

D37.02: 10 Arm HQ (1 Arty Point, Fat-1), 609 TD Bn (Support)
D32.05: 90 Arm Cav Bn
D41.01: Chmbln Arm TF [8]
D38.02: Riley Arm Inf TF
D40.01: Standish Arm TF
D31.03: 55 Arm Eng Bn
See above: 10 Arm Div (-) Combat Trains (See CCA/9 Arm Bde set up)

109 Inf Rgt/28 Inf Div:

D35.04: 109/28 Inf HQ (1 Arty Point, Fat-3), 602 TD Bn (Assigned 109/28 Inf, Support)
D35.05: 1 Inf Bn [3]
D36.05: 3 Inf Bn [3]
See above: 109/28 Inf Combat Trains (See CCA/9 Arm Bde set up)

4 Inf Div (-):

D47.01: 4 Inf HQ (3 Arty Points, PD, Fat-2), 70 Arm Bn [3] (Support), 803 TD Bn (Support), 802 AT Bn (Support)
D43.02: Luckett Inf TF [4]
D45.02: 1/12 Inf Bn [3]
D48.02: 2/12 Inf Bn [3]
D49.02: 3/12 Inf Bn [3]
D51.02: 2/22 Inf Bn [3]
D52.01: 3/22 Inf Bn [3]
D47.02: 4 Eng Bn [2]
D45.01: 159 Eng Bn [1]
D48.00: 4 Inf Div Combat Trains

Formation Activation Markers in Play: 3 Arm Div (-), CCB/3 Arm Bde, 7 Arm Div, CCA/9 Arm, CCB/9 Arm, 10 Arm Div (-), CCB/10 Arm, 1 Inf Div, 2 Inf Div, 4 Inf Div, 9 Inf Div, 109/28 Inf, 110/28 Inf, 112/28 Inf, 30 Inf Div, 84 Inf Div, 99 Inf Div, 106 Inf Div, 82 Abn Div, 101 Abn Div, 14 Cav Grp

Allied Reinforcements:

Use the Allied Order of Arrival

German Set Up:

Greif Teams Available: 2

116 Pz Div:

A58.02: 116 Pz HQ (2 Arty Points, Fat-2), 228 JgPz Bn (Support)
A54.05: Stephan Pz Recon KG
A56.09: I/16 Pz Bn [2], I/60 PG Bn [4]
A55.07: II/16 Pz Bn [2]
A59.07: II/60 Inf Bn [4]
A51.10: I/156 Inf Bn [4]
A52.09: II/156 Inf Bn [4]
A53.07: 675 Pz Pio Bn
C7.02: 116 Pz Combat Trains, 560 VG Combat Trains (Ghost)

560 VG Div:

D1.35: 560 VG HQ (2 Arty Points, Fat-2), 1560 PJ Hetz Bn (Support), I/1129 Inf Bn [5]
A60.05: *1560 Fus Bicycle Co [1]*
A61.06: I/1128 Inf Bn [3]
A61.05: II/1128 Inf Bn [3]
D2.34: II/1129 Inf Bn [5]
C1.06: I/1130 Inf Bn [3]
C2.06: II/1130 Inf Bn [4]
A61.04: 1560 Pio Bn [3]
See above: 560 VG Combat Trains (See 116 Pz Div set up)

2 Pz Div:

B53.25: 2 Pz HQ (2 Arty Points, Fat-0), 38 StG Bn (Support), I/3 Pz Bn [3]
B49.30: vBohm Pz Recon KG
B57.25: II/3 Pz Bn [4]
B52.28: Gutmn PG KG
B58.25: II/2 Inf Bn [5]
B60.26: I/304 Bicycle Bn [5], 2 Pz Combat Trains (Ghost), Lehr Pz Combat Trains (Ghost)
B53.27: II/304 Inf Bn [5]
B55.24: 38 Pz Pio Bn [3]

Lehr Pz Div:

B53.19: Lehr Pz HQ (2 Arty Points, Fat-0), 130 JgPz Bn [2] (Support), I/902 Inf Bn [5]
B53.23: vFallois Pz Recon KG
B54.17: II/130 Pz Bn [3]
B56.17: II/902 Inf Bn [5]
B53.21: 130 Pz Pio Bn
See above: Lehr Pz Combat Trains (See 2 Pz Div set up)

26 VG Div:

D6.18: 26 VG HQ (2 Arty Points, Fat-1), I/901 PG Bn [5] (Lehr, Assigned 26 VG)
B58.20: Kunkel VOR KG
B62.17: I/39 Inf Bn [5]
B59.19: II/39 Inf Bn [5]
B62.25: I/77 Inf Bn [5]
D3.25: II/77 Inf Bn [5]
D6.22: I/78 Inf Bn [5]
D6.20: II/78 Inf Bn [5]
D5.24: 26 Pio Bn
D2.16: 26 Erz Bn
D4.17: II/901 Inf Bn [5] (Lehr, Assigned 26 VG)
D5.18: 243 StG Bde [2] (Lehr, Assigned 26 VG)
D14.21: 26 VG Combat Trains, 5 FJ Combat Trains (Ghost), F.Gren Bde Combat Trains (Ghost)

5 LW FJ Div:

D3.13: 5 FJ HQ (Fat-1, PD), 11 LW StG Bde [2] (Support)
B60.17: Bernk LW FJ KG [5]

D9.09: I/13 LW FJ Bn
D10.08: II/13 LW FJ Bn
D5.10: III/13 LW FJ Bn
D2.10: I/14 LW FJ Bn [5]
B59.10: II/14 LW FJ Bn [5]
B57.13: III/14 LW FJ Bn
D4.05: II/15 LW FJ Bn [5]
B62.07: III/15 LW FJ Bn
B62.10: 5 LW FJ Pio Bn
See above: 5 FJ Combat Trains (see 26 VG Div set up)

F.Gren Pz Bde:

D18.12: F.Gren Pz HQ (Fresh), 911 StG Bde (Support)
D20.10: FG Pz Bn [4]
D17.10: Fus PG Bn
D14.11: Gren Inf Bn
D22.11: 929 Bcl Bn
D21.16: 506 TGR Bn [1] (Assigned F.Gren)
See above: F.Gren Bde Combat Trains (See 26 VG Div set up)

62 VG Div:

C29.04: 62 VG HQ (2 Arty Points, Fat-2), 162 PJ Hetz Bn [1] (Support)
C29.05: 162 Fus Bicycle Co [1]
C28.04: I/164 Bcl Bn [4]
C27.04: II/164 Inf Bn [5]
C30.08: I/183 Inf Bn [4]
C30.07: II/183 Inf Bn [5]
C30.06: I/190 Inf Bn [4]
C29.06: II/190 Inf Bn [5]
C26.03: 162 Pio Bn [2]
D25.34: 162 Erz Bn
C33.02: 62 VG Combat Trains

18 VG Div:

C30.11: 18 VG HQ (2 Arty Points, Coordination, Fat-2), 244 StG Bde [1] (Assigned 18 VG, Support), 18 Erz Bn
C28.12: Renn VOR KG [2], 1818 Pio Bn
C27.12: I/293 Inf Bn [5]
C28.11: II/293 Inf Bn [5]
C29.12: I/294 Inf Bn [4]
C29.13: II/294 Inf Bn [4]
C29.11: I/295 Inf Bn [4]
C29.10: II/295 Inf Bn [4]
C34.12: 669 Ost Bn
C36.11: 18 VG Combat Trains, F.Beg Bde Combat Trains

F.Beg Pz Bde:

C27.13: F.Beg Pz HQ (Fat-0, Coordination), 200 StG Bde [2] (Support), I/FB Inf Bn
C26.12: FB Pz Bn [4], II/FB PG Bn
C28.13: 828 Bicycle Bn
See above: F.Beg Bde Combat Trains (See 18 VG Div)

KG Peiper:

C10.22: Peiper SS Pz HQ (MSR Blocked 1, Fat-2), 6,7/I SS Pz Bn (-) [2], 11,13/2 SS PG Bn (-) [2]
C9.22: Spitze SS Pz Recon Co
C9.23: 1,2/I SS Pz Bn (-) [2]
C11.23: 501 SS TGR Bn [1], 3,9 SS Pz Pio Bn (-) [2]
C10.21: 9,12/2 SS PG Bn (-) [2], 84 LW Pz Flak Bn [1]

C25.20: Peiper SS KG Combat Trains, 1 SS Pz (-) Combat Trains

1 SS Pz Div (-):

C21.20: 1 SS Pz HQ (3 Arty Points, Fat-2), 1 SS JgPz Bn [2] (Support), 1 SS Pz Pio Bn [3]

C16.20: Knittel SS Pz Recon KG [4]

C15.21: I/1 SS Inf Bn [5]

C14.18: II/1 SS Inf Bn [5]

C14.20: III/1 SS Inf Bn [5]

C17.20: I/2 SS Inf Bn [5]

C19.21: II/2 SS Inf Bn [5]

See above: 1 SS Pz (-) Combat Trains (See KG Peiper set up)

9 SS Pz Div:

C24.16: 9 SS Pz HQ (1 Arty Point, Fat-0), 9 SS JgPz Bn (Support), II/20 SS Inf Bn [5]

C31.18: I/9 SS Pz Bn [3]

C32.17: II/9 SS Pz Bn

C29.16: Recke SS Pz Recon KG

C17.17: I/19 SS Inf Bn [5]

C16.17: II/19 SS Inf Bn

C18.17: III/19 SS Inf Bn

C24.15: I/20 SS Inf Bn

C25.16: III/20 SS Inf Bn

C26.16: 9 SS Pz Pio Bn

C33.17: 9 SS Pz Combat Trains (Ghost)

150 Pz Bde:

C26.21: 150 Pz HQ (Fat-0), Z Inf KG

C23.22: X Inf KG [4]

C25.23: Y Inf KG [4]

C25.18: 150 Pz Bde Combat Trains (Ghost)

3 LW FJ Div:

C32.20: 3 FJ HQ (1 Arty Point, Fat-2), 519 JgPz Bn [3] (Assigned 3 FJ, Support)

C31.21: I/5 LW FJ Bn [3]

C32.21: II/5 LW FJ Bn [4]

C33.22: III/5 LW FJ Bn [4]

C33.21: I/8 LW FJ Bn

C34.20: III/8 LW FJ Bn

C28.21: I/9 LW FJ Bn [3]

C29.21: II/9 LW FJ Bn [3]

C30.21: III/9 LW FJ Bn [4]

C30.20: 3 LW FJ Pio Bn [3]

C43.20: 3 FJ Combat Trains

12 SS Pz Div:

C40.20: 12 SS Pz HQ (2 Arty Points, Fat-3), 12 JgPz Bn [2] (Support), Bremer SS Pz Recon KG [1]

C35.22: 1,3/I SS Pz Bn (-) [1], III/26 SS PG Bn [4]

C36.21: 5,6/I SS Pz Bn (-) [1], III/25 SS Inf Bn [4]

C37.22: 560 JgPz Bn [2], II/26 SS Inf Bn [4]

C38.22: I/25 SS Inf Bn [4], I/26 SS Inf Bn [4]

C36.20: II/25 SS Inf Bn [4], 12 SS Pz Pio Bn [3]

C46.18: 12 SS Pz Combat Trains, 12 VG Combat Trains

12 VG Div:

C41.22: 12 VG HQ (2 Arty Points, Coordination, Fat-2), Holz VOR KG [2], 217 Brm Bn (Assigned 12 VG, Support)

C40.22: 12 Fus Bicycle Bn [2], 12 Pio Bn [2]

C39.24: I/27 Inf Bn [4], II/27 Inf Bn [4]
C40.23: I/48 Inf Bn [3]
C39.23: II/48 Inf Bn [3]
C40.24: I/89 Inf Bn [4], II/89 Inf Bn [4]
See above: 12 VG Combat Trains (See 12 SS Pz Div set up)

3 PG Div:

C43.26: 3 PG HQ (2 Arty Points, Fat-2), 3 JgPz Bn [2] (Support), 103 Pz Recon Bn, 3 Pz Pio Bn
C41.25: 103 StG Bn [2], I/29 Inf Bn
C41.26: I/8 Inf Bn [4], II/8 Inf Bn
C41.27: III/8 Inf Bn
C42.25: II/29 Inf Bn, III/29 Inf Bn
C48.27: 3 PG Combat Trains

277 VG Div:

C42.29: 277 VG HQ (PD, Fat-3), 277 PJ Hetz Bn [1] (Support), 394,667 StG Bde [1] (Assigned 277 VG, Support), 277 Pio Bn [2]
C41.32: 277 Fus Bicycle Co [1]
C41.29: I/989 Inf Bn [4], II/989 Inf Bn [4]
C41.28: I/990 Inf Bn [4], II/990 Inf Bn [4]
C41.31: I/991 Inf Bn [4]
C41.30: II/991 Inf Bn [4]
C46.32: 277 VG Combat Trains

326 VG Div:

C40.34: 326 VG HQ (PD, Fat-3), 902 StG Bde [2] (Assigned 326 VG, Support), 683 "88" Bn (Assigned 326 VG, Support), I/753 Inf Bn [4]
C40.33: I/751 Inf Bn [4]
C40.32: II/751 Inf Bn [4]
C39.35: II/753 Inf Bn [4]
C43.31: 326 Erz Bn
C40.35: 326 VG Combat Trains

2 SS Pz Div:

D8.32: 2 SS Pz HQ (1 Arty Point, Fresh), 2 JgPz Bn (Support), I/4 SS Inf Bn
C10.01: Krag SS Pz Recon KG
D13.29: I/2 SS Pz Bn
D14.28: II/2 SS Pz Bn
D7.33: II/4 SS Inf Bn
D7.34: III/4 SS PG Bn
D9.30: I/3 SS Bicycle Bn
D8.30: II/3 SS Inf Bn
D8.31: III/3 SS Inf Bn
D11.30: 2 SS Pz Pio Bn
D7.28: 2 SS Pz Combat Trains (Ghost)

352 VG Div:

D31.07: 352 VG HQ (Fat-3), 352 PJ Hetz Bn [1] (Support), 668 "88" Bn (Assigned 352 VG, Support), I/914 Inf Bn [4]
D33.09: 352 Fus Bicycle Co [1]
D29.07: II/914 Inf Bn [4]
D26.07: I/915 Inf Bn [4] (Move Side)
D25.07: II/915 Inf Bn [4] (Move Side)
D25.04: I/916 Inf Bn [4] (Move Side)
D26.05: II/916 Inf Bn [4] (Move Side)
D34.09: 352 Pio Bn
D37.10: 352 Erz Bn

D35.14: 352 VG Combat Trains

276 VG Div:

D42.05: 276 VG HQ (PD, Fat-3), 276 PJ Hetz Bn (Support), 657 "88" Bn (Assigned 276 VG, Support), 276 *Fus Bicycle Co* [1]

D39.07: I/986 Inf Bn [4]

D39.06: II/986 Inf Bn [4]

D43.04: I/987 Inf Bn [4]

D44.04: II/987 Inf Bn [4]

D41.04: I/988 Inf Bn [4]

D42.03: II/988 Inf Bn [4]

D40.04: 276 Pio Bn

D46.07: 276 Combat Trains, 212 VG Combat Trains

212 VG Div:

D51.04: 212 VG HQ (PD, Fat-3), 212 PJ StG Bn [1] (Support)

D47.04: 212 *Fus Bicycle Bn* [4]

D50.02: I/316 Inf Bn [5]

D51.03: II/316 Inf Bn [5]

D53.02: I/320 Inf Bn [5]

D52.02: II/320 Inf Bn [5]

D45.04: I/423 Inf Bn [5]

D46.03: II/423 Inf Bn [5]

D53.01: XXIII Penal Bn

D49.03: 212 Pio Bn [2]

See above: 212 VG Combat Trains (See 276 VG Div set up)

79 VG Div:

D36.14: 79 VG HQ (Fresh), I/208 Inf Bn (Move Side)

D38.15: 179 *Fus Bicycle Co* (Move Side)

D37.14: II/208 Inf Bn (Move Side)

D38.14: I/212 Inf Bn (Move Side)

D39.14: II/212 Inf Bn (Move Side)

D39.15: I/226 Inf Bn (Move Side)

D39.16: II/226 Inf Bn (Move Side)

D40.16: 179 Pio Bn (Move Side)

D41.17: 79 VG Combat Trains (Ghost)

Formation Activation Markers in Play: Peiper KG, 1 SS Pz (-), 2 SS Pz, 9 SS Pz, 12 SS Pz, Lehr Pz, 2 Pz Div, 116 Pz Div, 150 Pz Bde, F.Beg Bde, F.Gren Bde, 3 PG Div, 3 FJ Div, 5 FJ Div, 12 VG Div, 18 VG Div, 26 VG Div, 62 VG Div, 79 VG Div, 212 VG Div, 276 VG Div, 277 VG Div, 326 VG Div, 352 VG Div, 560 VG Div

German Reinforcements

Use the German Order of Arrival

Victory Conditions:

The German player has a maximum of 3 VP hexes at the start of the scenario. The following Victory Point Hexes are controlled by the German player, the remaining are still under Allied control:

A56.02 La Roche-en-Ardenne

C31.04 Burg Reuland

C30.11 St. Vith

C38.22 Büllingen

C41.25 Rocherath-Krinkelt

D4.05 Martelange

D8.31 Houffalize

D17.17 Wiltz

D29.07 Ettelbrück
D24.25 Clervaux
D30.33 Ouren

1. If the German VP total is 8 or more, use the 4.0 Victory Conditions.
2. If the maximum German VP total is less than 8, but more than 5 AND includes the capture of Bastogne then the Victory Conditions are:

German Player holds 7 or more Allied VP hexes at the end of the game = German Victory

German Player holds 6 Allied VP hexes at the end of the game = Draw

German player holds 5 or fewer Allied VP hexes at the end of the game = Allied Victory

3. If the maximum German VP total is less than 8, but more than 5 AND Bastogne remains in Allied control, then the Victory Conditions are:

German Player holds 8 or more Allied VP hexes at the end of the game = German Victory

German Player holds 7 Allied VP hexes at the end of the game = Draw

German player holds 6 or fewer Allied VP hexes at the end of the game = Allied Victory

4. If the maximum German VP total is less than or equal to 5, it is an Allied Victory.

5.11 The Ardennes Campaign (requires Add on units)

This campaign extends the original Last Blitzkrieg Campaign into January 1945.

Playing Area: All maps

First Turn: 16 Dec 44

Last Turn: 16 Jan 45

Game Length: 32 Turns

First Player on Turn 1: Germans

Pre-Game Weather:

Ground: Normal

Allied Set Up:

See updated 5.1

Allied Order of Arrival

Use the Allied Order of Arrival (Revised)

German Set Up:

See updated 5.1

German Order of Arrival

Use the German Order of Arrival (Revised)

Victory Conditions:

Use the 4.0 Victory Conditions.

5.12 We Must Have Bastogne! (requires Add on units)

Having failed to cross the Meuse River, Hitler turned his attention to Bastogne. The Germans committed Panzer units from the north to take the town including most of the SS Panzer Divisions from Dietrich's Sixth Panzer Army. The Americans continued to widen the relief corridor and send reinforcements along both flanks of the Bastogne perimeter.

Playing Area: Maps B and D south of XX.31, east of B55.XX and west of D12.XX inclusive

First Turn: 27 Dec 44

Last Turn: 5 Jan 45

Game Length: 10 Turns

First Player on Turn 1: German

Pre-Game Weather:

Ground: Freeze

Special Rules: Several units from one formation are assigned to another formation. These units function as part of its assigned formation and cannot be reassigned (unlike independent units). This is to show the historical composition of formations even if it is out of the players' control to do so in the rules. Rebuildable units that are technically in the dead pile are not listed here and are not available to rebuild. Use the replacement points for units that start in this scenario and this includes those that are subsequently eliminated.

Air Points:

After rolling for results, divide the results by two (rounded down).

Replacement Steps:

After rolling for results for AV or Non-AV, divide the results by two (rounded down).

Trace Supply Source:

Allied: Use the ones listed in 1.3b in the playing area, as well as B55.07 and B55.12.

Germans: Germans can trace from B55.24, D8.31, D12.22, and D12.19.

Allied Set Up:

All units are American.

Bridge Markers:

B61.30: Bridge Blown

D8.31: Bridge OK

101 Abn Div:

D3.21: 101 Abn HQ (4 Arty Points, PD, Fat-2), 705 TD Bn [2] (Assigned 101 Abn, Support), 35 Eng Bn (Independent), 81 Glider AT Bn [1] (Support)

D5.21: 1/501 Abn Inf Bn [3]

D6.22: 2/501 Abn Inf Bn [3]

D5.20: 3/501 Abn Inf Bn [3]

B62.23: 1/502 Abn Inf Bn [3]

D1.25: 2/502 Abn Inf Bn [3]

D3.24: 3/502 Abn Inf Bn [3]

D4.22: 1/506 Abn Inf Bn [3]

D5.23: 2/506 Abn Inf Bn [3]

D4.23: 3/506 Abn Inf Bn [3]

B62.20: 1/327 Glider Inf Bn [3]

D4.18: 2/327 Glider Inf Bn [3]

B61.22: 1/401 Glider Inf Bn [4]

D1.19: 326 Abn Eng Bn [2]

Off map: 101 Abn Div Combat Trains

CCB/10 Arm Bde:

D2.20: CCB/10 Arm HQ (Fat-2), Cherry Arm TM [2]

D5.19: O'Hara Arm TM [2]

Off Map: CCB/10 Arm Combat Trains

4 Arm Div:

B62.07: 4 Arm HQ (4 Arty Points, Fat-1), 704 TD Bn (Support), 24 Eng Bn [3]

B62.08: 25 Arm Cav Bn [3]

D1.17: Abrams Arm TF [4]
B62.15: Irzyk Arm TF [5]
D2.10: Oden Arm TF [5]
D3.10: Alanis Arm Inf TF [5]
D1.15: Cohen Arm Inf TF [5]
D3.17: Jaques Arm Inf TF [4]
D5.13: 6 Arm Cav Bn [4] (6 Cav, Assigned 4 Arm, Screen)
D5.05: 4 Arm Div Combat Trains

6 Cav Grp:

B57.15: 6 Arm Cav HQ (Fat-1)
B58.17: 28 Arm Cav Bn (Screen)
B58.10: 6 Cav Grp Combat Trains

35 Inf Div:

D5.04: 35 Inf HQ (2 Arty Points, Fat-1) 654 TD Bn (Support), 1/134 Inf Bn [5]
D5.03: 2/134 Inf Bn [5]
D5.02: 3/134 Inf Bn [5]
D8.05: 1/137 Inf Bn [5]
D7.05: 2/137 Inf Bn [5]
D6.04: 3/137 Inf Bn [5]
D9.02: 1/320 Inf Bn [5]
D9.03: 2/320 Inf Bn [5]
D8.03: 3/320 Inf Bn [5]
D5.01: 60 Eng Bn [3] (35 Inf), 35 Inf Div Combat Trains

Formation Activation Markers in Play: 4 Arm Div, CCB/10 Arm, 6 Cav Grp, 35 Inf Div, 101 Abn Div

Allied Order of Arrival

27 Dec 44

B55.12: CCA/9 Arm Bde (CCA/9 Arm HQ (1 Arty Point, Fat-1), B/811 TD Co, 89 Arm Cav Bn [2], 19 Arm Bn [3] (CCA/9 Arm), 60 Arm Inf Bn [2], CCA/9 Arm Combat Trains)

28 Dec 44

Add: 2 Arty Points

29 Dec 44

B55.07 or B55.12: 11 Arm Div (11 Arm HQ (Fat-1), 41 Arm Cav Bn, 22 Arm Bn, Blue, Poker Arm TF, Pat, White Arm Inf TF, 55 Arm Inf Bn, 56 Eng Bn, 11 Arm Combat Trains)

30 Dec 44

B55.12: 6 Arm Div (6 Arm HQ (Fat-0), 86 Arm Cav Bn, Davall, LaGrew, Kenndy Arm TF, Brown, Wall, Britton Arm Inf TF, 25 Eng Bn, 603 TD Bn, 6 Arm Div Combat Trains)

31 Dec 44

B55.07 or B55.12: 87 Inf Div (87 Inf HQ (Fat-1), 761 Arm Bn, 1/345, 2/345, 3/345, 1/346, 2/346, 3/346, 1/347, 2/347, 3/347 Inf Bn, 312 Eng Bn, 87 Inf Combat Trains)

B55.07 or B55.12: 17 Abn Div (17 Abn Div HQ, Fresh, 155 Glider AT Bn, 1/507, 2/507, 3/507, 1/513, 2/513, 3/513 Abn Inf Bn, 1/193, 2/193, 1/194, 2/194, 550 Glider Inf Bn, 139 Abn Eng Bn, 17 Abn Div Combat Trains)

German Set Up:

15 PG Div:

B60.26: 15 PG HQ (Fat-2), 33 JgPz Bn [2] (Support), 33 Pz Pio Bn
B59.22: 115 Pz Bn [2]
B61.21: III/104 Inf Bn [5]

B61.23: I/115 Inf Bn [4]
B60.21: II/115 Inf Bn [4]
B60.22: III/115 Inf Bn [4]
D4.28: 15 PG Div Combat Trains

26 VG Div:

D6.18: 26 VG HQ (2 Arty Points, Fat-2), I/901 PG Bn [4] (Lehr, Assigned 26 VG)
B61.20: Kunkel VOR KG [5]
B62.18: I/39 Inf Bn [4]
B62.17: II/39 Inf Bn [4]
B62.24: I/77 Inf Bn [4]
D1.26: II/77 Inf Bn [4]
D7.23: I/78 Inf Bn [4]
D7.21: II/78 Inf Bn [5]
D5.24: 26 Pio Bn
D3.25: 26 Erz Bn
D5.18: 243 StG Bde [1] (Lehr, Assigned 26 VG), II/901 Inf Bn [4] (Lehr, Assigned 26 VG)
D12.19: 26 VG Div Combat Trains, 5 LW FJ Div Combat Trains

5 LW FJ Div:

D10.16: 5 FJ HQ (Fat-3), 11 LW StG Bde [1] (Support)
D9.15: Bernk LW FJ KG [3]
D8.12: I/13 LW FJ Bn [3]
D9.12: II/13 LW FJ Bn [3]
D10.11: III/13 LW FJ Bn [3]
D4.16: I/14 LW FJ Bn [3]
D5.16: II/14 LW FJ Bn [3]
D6.15: III/14 LW FJ Bn [3]
D8.14: II/15 LW FJ Bn [3]
D8.13: III/15 LW FJ Bn [3]
D9.09: I/104 Inf Bn (Assigned 5 FJ)
D11.09: II/104 Inf Bn (Assigned 5 FJ)
D7.15: 5 LW FJ Pio Bn
See above: 5 FJ Combat Trains (see 26 VG Div set up)

Formation Activation Markers in Play: 15 PG Div, 26 VG Div, 5 LW FJ Div

German Order of Arrival

28 Dec 44

Add: 3 Arty Points

D12.22: 167 VG Div (167 VG HQ (Fresh), 167 Fus Bicycle Co, I/331, II/331, I/339, II/339, I/387, II/387 Inf Bn, 167 Pio Bn, 167 VG Combat Trains)

29 Dec 44

D12.22: 1 SS Pz Div (1 SS Pz HQ (Fat-1), 1 JgPz Bn [2], I/1, II/1, III/1, I/2, II/2 SS Inf Bn (each [3]), 1 SS Pz Pio Bn [2], 1 SS Pz Combat Trains)

D8.31: 3 PG Div (3 PG HQ (Fat-1), 103 Pz Recon Bn, 3 JgPz Bn [2], 103 StG Bn [1], I/8, II/8, III/8, I/29, II/29, III/29 (each [4]) Inf Bn, 3 Pio Bn [2], 3 PG Combat Trains)

1 Jan 45

D8.31: 12 SS Pz Div (12 SS Pz HQ (2 Arty Points, Fat-2), Bremer SS Pz Recon KG [2], 1,3/I SS Pz Bn (-) [1], 5,6/I SS Pz Bn (-) [1], 560 JgPz Bn [3], 12 JgPz Bn [2], I/25 SS Inf Bn [4], II/25 SS Inf Bn [3], III/25 SS Inf Bn [3], I/26 SS Inf Bn [3], II/26 SS Inf Bn [3], III/26 SS PG Bn [3], 12 SS Pz Pio Bn [2], 12 SS Pz Combat Trains), 506 TGR Bn [1] (Assigned to 12 SS)

2 Jan 45

D12.22: 340 VG Div (340 VG HQ (Fat-0), 340 PJ Hetz Bn, 340 Fus Bicycle Bn, I/694, II/694, I/695, II/695, I/696, II/696 Inf Bn, 340 Pio Bn, 340 VG Div Combat Trains)

3 Jan 45

D8.31: 9 SS Pz Div (9 SS Pz HQ (1 Arty Point, Fat-2), Recke SS Pz Recon KG [4], I/9 SS Pz Bn [2], II/9 SS Pz Bn [3], 9 SS JgPz Bn [2], I/19 SS Inf Bn [4], II/19 SS Inf Bn [3], III/19 SS Inf Bn [3], I/20 SS Inf Bn [4], II/20 SS Inf Bn [3], III/20 SS Inf Bn [3], 9 SS Pz Pio Bn [3], 9 SS Pz Combat Trains)

Victory Conditions:

The German player wins if he controls Bastogne by the end of the scenario.

5.13 Monty Attacks (requires Add on units)

This scenario covers Montgomery's portion of the Allied counteroffensive. It included his own XXX Corps under Horrocks with two British Divisions (later joined by another), and the US VII Corps under Collins. The attack had a shaky start with Collins finding it difficult to breakthrough the German lines and the British suffering grievous losses at Bure.

Playing Area: Maps A and B north of BXX.23 inclusive

First Turn: 3 Jan 45

Last Turn: 10 Jan 45

Game Length: 8 Turns

First Player on Turn 1: Allies

Pre-Game Weather:

Ground: Freeze

Special Rules:

- 1) Several units from one formation are assigned to another formation. These units function as part of its assigned formation and cannot be reassigned (unlike independent units). This is to show the historical composition of formations even if it is out of the players' control to do so in the rules. Rebuildable units that are technically in the dead pile are not listed here and are not available to rebuild. Use the replacement points for units that start in this scenario and this includes those that are subsequently eliminated.

Air Points:

After rolling for results, divide the results by two (rounded down).

Replacement Steps:

After rolling for results for AV or Non-AV, divide the results by two (rounded down).

Trace Supply Source:

Allied: use the ones listed in 1.3b in the playing area.

Germans: Germans can trace from A63.06, A63.10, and B63.27.

Allied Set Up:

Units are American unless otherwise noted.

Bridge Markers:

A31.01: Bridge OK

A47.10: Bridge OK

A53.24: Bridge OK

A56.02: Bridge OK

B61.30: Bridge Blown

Independents:

A8.27: 1/29 Inf Bn

A6.01: 2/29 Inf Bn

A33.32: 3/29 Inf Bn

B6.32: 2/118 Inf Bn

7 Arm Div:

A58.25: 7 Arm HQ (1 Arty Point, Fat-2), 814 TD Bn [2] (Support), 33 Arm Eng Bn
A56.26: 87 Arm Cav Bn [3]
A58.28: Brown Arm TF [5]
A62.22: Erlen Arm TF [4]
A57.25: Wemple Arm TF [5]
A58.23: Chap Arm Inf TF [4]
A61.27: Fuller Arm Inf TF [4]
A53.24: Rhea Arm Inf TF [4]
A62.27: 7 Arm Div Combat Trains

84 Inf Div:

A50.18: 84 Inf HQ (4 Arty Points, Fat-0), 771 Arm Bn [5], 638 TD Bn, 1/333 Inf Bn [5]
A51.19: 2/333 Inf Bn [5]
A50.19: 3/333 Inf Bn
A49.20: 1/334 Inf Bn [5]
A48.19: 2/334 Inf Bn [5]
A47.20: 3/334 Inf Bn
A47.21: 309 Eng Bn
A46.21: 84 Inf Div Combat Trains

83 Inf Div:

A56.20: 83 Inf HQ (4 Arty Points, Fat-1), 774 Arm Bn [5] (Support), 772 AT Bn (Support), 308 Eng Bn
A58.20: 1/329 Inf Bn
A59.20: 2/329 Inf Bn [5]
A60.20: 3/329 Inf Bn [5]
A55.19: 1/331 Inf Bn
A55.20: 2/331 Inf Bn
A57.20: 3/331 Inf Bn [5]
A56.23: 83 Inf Div Combat Trains

75 Inf Div:

A55.18: 75 Inf HQ (2 Arty Points, Fat-2, Coordination), 750 Arm Bn (Support), 629 TD Bn (Support), 275 Eng Bn
A58.18: 1/289 Inf Bn
A57.18: 2/289 Inf Bn [5]
A59.18: 3/289 Inf Bn [5]
A53.10: 1/290 Inf Bn
A54.10: 2/290 Inf Bn [5]
A51.10: 3/290 Inf Bn [5]
A56.10: 1/291 Inf Bn
A59.10: 2/291 Inf Bn
A61.12: 3/291 Inf Bn [5]
A53.20: 75 Inf Div Combat Trains

2 Arm Div:

A52.14: 2 Arm HQ (4 Arty Points, Fat-0, Coordination), 702 TD Bn (Support), 17 Eng Bn
A49.11: 82 Arm Cav Bn
A51.12: 1/66 Lt Arm Bn, 2/335 Inf Bn (84 Inf, Assigned 2 Arm)
A50.11: 2/66 Arm Bn, 3/335 Inf Bn (84 Inf, Assigned 2 Arm)
A52.11: 3/66 Arm Bn, 1/335 Inf Bn [5] (84 Inf, Assigned 2 Arm)
A60.12: 1/67 Arm Bn, 1/41 Arm Inf Bn (2 Arm)
A61.13: 2/67 Arm Bn, 2/41 Arm Inf Bn (2 Arm)
A62.12: 3/67 Arm Bn, 3/41 Arm Inf Bn (2 Arm)
A49.17: 2 Arm Div Combat Trains

CCB/3 Arm Div:

A62.16: CCB/3 Arm HQ (1 Arty Point, Fat-0)

A62.14: Jordan Arm TF, McGrg Arm Inf TF
A62.15: Love Arm TF, 3/330 Inf Bn (83 Inf, Assigned CCB/3)
A61.21: CCB/3 Arm Combat Trains

53 CW Inf Div:

A41.11: 53 CW Inf HQ (3 Arty Points, Fat-0), 1 NY CW Arm Bn (Support), 144 RAC CW Arm Bn (Support), 71 RA CW AT Bn (Support)
A37.03: 53 Rec CW Arm Cav Bn
A40.12: 4 Wch CW Inf Bn
A42.12: 6 RWF CW Inf Bn
A47.10: 2 Mon CW Inf Bn, 51 Eng Bn (-) (Independent)
A46.08: 1/5 Wch CW Inf Bn
A44.08: 7 RWF CW Inf Bn
A43.07: 1 ELnc CW Inf Bn
A40.06: 1 OBLI CW Inf Bn
A39.05: 4 RWF CW Inf Bn
A36.08: 1 HLI CW Inf Bn
A34.11: 53 CW Inf Div Combat Trains

6 CW Abn Div:

B26.29: 6 CW Abn HQ (3 Arty Points, Fat-0, Coordination)
A35.01: 1/3 CW Abn Bn
A30.01: 8/3 CW Abn Bn
A32.34: 9/3 CW Abn Bn
B29.31: 7/5 CW Abn Bn
B27.27: 12/5 CW Abn Bn
B29.28: 13/5 CW Abn Bn
B25.27: 2 OBLI CW Glider Bn
B16.29: 1 RUR CW Glider Bn, 12 Dev CW Glider Bn
A23.01: 6 CW Abn Div Combat Trains

29 CW Arm Bde:

B23.27: 29 Arm HQ (1 Arty Point, Fat-0, Coordination)
B26.23: 61 Rec CW Arm Cav Bn
B28.27: 2 FFY CW Arm Bn [5]
B18.29: 3 RTR CW Arm Bn [5], 23 Hus CW Arm Bn [5]
B15.30: 29 CW Arm Bde Combat Trains

Formation Activation Markers in Play: 2 Arm Div, CCB/3 Arm Bde, 7 Arm Div, 75 Inf Div, 83 Inf Div, 84 Inf Div, 29 CW Arm Bde, 6 CW Abn Div, 53 CW Inf Div

Allied Order of Arrival

5 Jan 45

At 6 AbnD HQ: 6 CW Abn Div (6 CW Abn Arm Cav Bn, 107 RAC)

N: 51 CW Inf Div (51 CW Inf Div HQ (Fat-0), 1 ERY CW Arm Bn, 61 RA CW AT Bn, 2 DY CW Arm Cav Bn, 2 Sea, 5 Sea, 5 QOCH, 1 Gdn, 5/7 Gdn, 1 BW, 5 BW, 7 BW, 7 ASH CW Inf Bn, 51 CW Inf Div Combat Trains)

German Set Up:

Greif Teams Available: 0

9 Pz Div:

A42.01: 9 Pz HQ (2 Arty Points, PD, Fat-1), 50 JgPz Bn, I/33 Pz Bn [3]
B40.31: 9 Pz Recon Bn
B40.32: II/33 Pz Bn [3]
A38.02: I/10 PG Bn [5]
A40.03: II/10 Bicycle Bn [5]

B35.34: I/11 Inf Bn [5]
B36.31: II/11 Inf Bn [5]
A37.01: 86 Pz Pio Bn
B47.33: 9 Pz Div Combat Trains

116 Pz Div:

A51.03: 116 Pz HQ (2 Arty Points, PD, Fat-2), I/16 Pz Bn [1], 228 JgPz Bn (Support)
A49.09: Stephan Pz Recon KG [3]
A46.03: II/16 Pz Bn [1]
A45.06: I/60 PG Bn [2]
A47.07: II/60 Inf Bn [2]
A49.06: I/156 Inf Bn [2]
A47.04: II/156 Inf Bn [2]
A42.04: 675 Pz Pio Bn [2]
A56.02: 116 Pz Div Combat Trains

2 SS Pz Div:

A57.05: 2 SS Pz HQ (1 Arty Point, PD, Fat-2), 2 JgPz Bn [1] (Support)
A59.07: Krag SS Pz Recon KG [4]
A58.06: I/2 SS Pz Bn [2]
A56.06: II/2 SS Pz Bn [2]
A51.09: I/3 SS Bicycle Bn [4]
A52.08: II/3 SS Inf Bn [4]
A53.09: III/3 SS Inf Bn [3]
A55.09: I/4 SS Inf Bn [4]
A56.09: II/4 SS Inf Bn [4]
A59.06: III/4 SS PG Bn [3]
A53.07: 2 SS Pz Pio Bn [2]
A62.06: 2 SS Pz Combat Trains

560 VG Div:

A63.06: 560 VG HQ (2 Arty Points, PD, Fat-1), 1560 PJ Hetz Bn [1] (Support), 1560 Pio Bn [2], 560 VG Combat Trains
A63.09: 1560 Fus Bicycle Co [1]
A58.08: I/1129 Inf Bn [3]
A60.08: II/1129 Inf Bn [3]
A61.10: I/1130 Inf Bn [3]
A63.11: II/1130 Inf Bn [3]

2 Pz Div:

B43.30: 2 Pz HQ (2 Arty Points, PD, Fat-1), 38 StG Bn (Support), 38 Pz Pio Bn
B36.23: vBohm Pz Recon KG [2]
B39.29: I/3 Pz Bn [1]
B39.25: II/3 Pz Bn [2]
B35.28: Gutmn PG KG
B37.29: II/2 Inf Bn [4]
B36.26: I/304 Bicycle Bn [4]
B35.25: II/304 Inf Bn [4]
B46.30: 2 Pz Div Combat Trains

Formation Activation Markers in Play: 2 SS Pz, 2 Pz Div, 9 Pz Div, 116 Pz Div, 560 VG Div

German Reinforcements

None.

Victory Conditions:

The Allied player wins if he controls La Roche-en-Ardenne (A56.02) and A63.06 by the end of the scenario. If the Allied player fails to achieve this, the German player wins.

See 4.0 for conditions of control.

5.14 Allied Blitzkrieg (requires Add on units)

After blunting the German offensive, the Allies were set to conduct their own offensive to reduce the Bulge. With Montgomery attacking from the north and Patton focusing around Bastogne in the south, the Allies looked to eject the Germans out of the Ardennes. Finally by 16 Jan 1945, the US 1st and 3rd Armies met in the middle at Houffalize but the Bulge had not been fully erased.

Playing Area: All maps

First Turn: 3 Jan 45

Last Turn: 16 Jan 45

Game Length: 14 Turns

First Player on Turn 1: Allies

Pre-Game Weather:

Ground: Freeze

Special Rules:

- 1) Several units from one formation are assigned to another formation. These units function as part of its assigned formation and cannot be reassigned (unlike independent units). This is to show the historical composition of formations even if it is out of the players' control to do so in the rules. Rebuildable units that are technically in the dead pile are not listed here and are not available to rebuild. Use the replacement points for units that start in this scenario and this includes those that are subsequently eliminated.
- 2) Formations and units that do not set up or arrive via reinforcement in this scenario are unavailable to be rebuilt.

Allied Set Up:

Units are American unless otherwise noted.

Bridge Markers:

A31.01: Bridge OK

A47.10: Bridge OK

A53.24: Bridge OK

A56.02: Bridge OK

B61.30: Bridge Blown

C4.23: Bridge Blown

C6.22: Bridge OK

C13.20: Bridge Blown

C14.18: Bridge Blown

C15.10: Bridge OK

C17.21: Bridge Blown

C31.04: Bridge OK

C34.07: Bridge Blown

D4.05: Bridge OK

D8.31: Bridge OK

D17.17: Bridge Blown

D29.07: Bridge Blown

D30.33: Bridge Blown

D33.09: Bridge Blown

D37.10: Bridge Blown

Independents:

A8.27: 1/29 Inf Bn

A6.01: 2/29 Inf Bn

A33.32: 3/29 Inf Bn

B6.32: 2/118 Inf Bn

C23.24: 291 Eng Bn

4 Cav Grp:

A34.29: 4 Cav HQ (Fat-0, 2 Arty Points)

A31.30: 759 LT Arm Bn

A33.30: 4 Arm Cav Bn

A32.31: 24 Arm Cav Bn

A33.33: 4 Cav Grp Combat Trains

106 Inf Div:

A52.29: 106 Inf HQ (1 Arty Point, Fat-2), 820 AT Bn [1] (Support), 2/424 Inf Bn [4]

A51.29: 1/424 Inf Bn [4]

A53.29: 3/424 Inf Bn [4]

A50.31: 106 Inf Div Combat Trains

14 Cav Grp:

A56.28: 14 Cav HQ (Fat-2), 32 Arm Cav Bn [1]

A55.28: A/18 Arm Cav Co

A54.31: 14 Cav Grp Combat Trains

112 Inf Rgt/28 Inf Div:

A62.28: 112/28 Inf HQ (1 Arty Point, Fat-2), C/630 AT Co (Support), 3 Inf Bn [3]

A61.29: 1 Inf Bn [3]

A62.29: 2 Inf Bn [3]

A61.32: 112/28 Inf Combat Trains

7 Arm Div:

A58.25: 7 Arm HQ (1 Arty Point, Fat-2), 814 TD Bn [2] (Support), 33 Arm Eng Bn

A56.26: 87 Arm Cav Bn [3]

A58.28: Brown Arm TF [5]

A62.22: Erlen Arm TF [4]

A57.25: Wemple Arm TF [5]

A58.23: Chap Arm Inf TF [4]

A61.27: Fuller Arm Inf TF [4]

A53.24: Rhea Arm Inf TF [4]

A62.27: 7 Arm Div Combat Trains

84 Inf Div:

A50.18: 84 Inf HQ (4 Arty Points, Fat-0), 771 Arm Bn [5], 638 TD Bn, 1/333 Inf Bn [5]

A51.19: 2/333 Inf Bn [5]

A50.19: 3/333 Inf Bn

A49.20: 1/334 Inf Bn [5]

A48.19: 2/334 Inf Bn [5]

A47.20: 3/334 Inf Bn

A47.21: 309 Eng Bn

A46.21: 84 Inf Div Combat Trains

83 Inf Div:

A56.20: 83 Inf HQ (4 Arty Points, Fat-1), 774 Arm Bn [5] (Support), 772 AT Bn (Support), 308 Eng Bn

A58.20: 1/329 Inf Bn

A59.20: 2/329 Inf Bn [5]

A60.20: 3/329 Inf Bn [5]

A55.19: 1/331 Inf Bn

A55.20: 2/331 Inf Bn

A57.20: 3/331 Inf Bn [5]

A56.23: 83 Inf Div Combat Trains

75 Inf Div:

A55.18: 75 Inf HQ (2 Arty Points, Fat-2, Coordination), 750 Arm Bn (Support), 629 TD Bn (Support), 275 Eng Bn
A58.18: 1/289 Inf Bn
A57.18: 2/289 Inf Bn [5]
A59.18: 3/289 Inf Bn [5]
A53.10: 1/290 Inf Bn
A54.10: 2/290 Inf Bn [5]
A51.10: 3/290 Inf Bn [5]
A56.10: 1/291 Inf Bn
A59.10: 2/291 Inf Bn
A60.11: 3/291 Inf Bn [5]
A53.20: 75 Inf Div Combat Trains

2 Arm Div:

A52.14: 2 Arm HQ (4 Arty Points, Fat-0, Coordination), 702 TD Bn (Support), 17 Eng Bn
A49.11: 82 Arm Cav Bn
A51.12: 1/66 Lt Arm Bn, 2/335 Inf Bn (84 Inf, Assigned 2 Arm Div)
A50.11: 2/66 Arm Bn, 3/335 Inf Bn (84 Inf, Assigned 2 Arm Div)
A52.11: 3/66 Arm Bn, 1/335 Inf Bn [5] (84 Inf, Assigned 2 Arm Div)
A61.12: 1/67 Arm Bn, 1/41 Arm Inf Bn
A61.13: 2/67 Arm Bn, 2/41 Arm Inf Bn
A62.12: 3/67 Arm Bn, 3/41 Arm Inf Bn
A49.17: 2 Arm Div Combat Trains

CCB/3 Arm Div:

A62.16: CCB/3 Arm HQ (1 Arty Point, Fat-0)
A62.14: Jordan Arm TF, McGrg Arm Inf TF
A62.15: Love Arm TF, 3/330 Inf Bn (83 Inf, Assigned CCB/3)
A61.21: CCB/3 Arm Combat Trains

53 CW Inf Div:

A41.11: 53 CW Inf HQ (3 Arty Points, Fat-0), 1 NY CW Arm Bn (Support), 144 RAC CW Arm Bn (Support), 71 RA CW AT Bn (Support)
A37.03: 53 Rec CW Arm Cav Bn
A40.12: 4 Wch CW Inf Bn
A42.12: 6 RWF CW Inf Bn
A47.10: 2 Mon CW Inf Bn, 51 Eng Bn (-) (Independent)
A46.08: 1/5 Wch CW Inf Bn
A44.08: 7 RWF CW Inf Bn
A43.07: 1 ELnc CW Inf Bn
A40.06: 1 OBLI CW Inf Bn
A39.05: 4 RWF CW Inf Bn
A36.08: 1 HLI CW Inf Bn
A34.11: 53 CW Inf Div Combat Trains

6 CW Abn Div:

B26.29: 6 CW Abn HQ (3 Arty Points, Fat-0, Coordination)
A35.01: 1/3 CW Abn Bn
A30.01: 8/3 CW Abn Bn
A32.34: 9/3 CW Abn Bn
B29.31: 7/5 CW Abn Bn
B27.27: 12/5 CW Abn Bn
B29.28: 13/5 CW Abn Bn
B25.27: 2 OBLI CW Glider Bn
B16.29: 1 RUR CW Glider Bn, 12 Dev CW Glider Bn
A23.01: 6 CW Abn Div Combat Trains

29 CW Arm Bde:

- B23.27:** 29 Arm HQ (1 Arty Point, Fat-0, Coordination)
- B26.23:** 61 Rec CW Arm Cav Bn
- B28.27:** 2 FFY CW Arm Bn [5]
- B18.29:** 3 RTR CW Arm Bn [5], 23 Hus CW Arm Bn [5]
- B15.30:** 29 CW Arm Bde Combat Trains

110 Inf Rgt/28 Inf Div:

- B27.12:** 110/28 Inf HQ (Fat-1), B/630 AT Co, 103 Eng Bn [2]
- B27.13:** 2 Inf Bn [3]
- B24.08:** 110/28 Inf Combat Trains

109 Inf Rgt/28 Inf Div:

- B46.06:** 109/28 Inf HQ (Fat-2), C/707 Arm Co (Support), A/630 TD Co (Support)
- B46.07:** 1 Inf Bn [3]
- B47.07:** 2 Inf Bn [3]
- B47.06:** 3 Inf Bn [3]
- B41.06:** 109/28 Inf Combat Trains

87 Inf Div:

- B44.14:** 87 Inf HQ (2 Arty Points, Fat-0), 761 Arm Bn [2] (Support), 312 Eng Bn
- B34.18:** 1/345 Inf Bn
- B45.16:** 2/345 Inf Bn [5]
- B39.18:** 3/345 Inf Bn [5]
- B47.20:** 1/346 Inf Bn
- B45.19:** 2/346 Inf Bn
- B43.19:** 3/346 Inf Bn [5]
- B53.20:** 1/347 Inf Bn
- B50.20:** 2/347 Inf Bn
- B49.21:** 3/347 Inf Bn [5]
- B40.11:** 87 Inf Div Combat Trains

11 Arm Div:

- B55.12:** 11 Arm HQ (3 Arty Points, Fat-2, Coordination), 41 Arm Cav Bn [4], 22 Arm Bn [5] (Support), 602 TD Bn (Assigned 11 Arm, Support)
- B60.21:** Poker Arm TF [6], Pat Arm Inf TF [3]
- B56.16:** Blue Arm TF [5]
- B57.16:** White Arm Inf TF [4]
- B54.18:** 55 Arm Inf Bn [5]
- B51.18:** 56 Arm Eng Bn [3]
- B50.09:** 11 Arm Div Combat Trains

17 Abn Div:

- B56.17:** 17 Abn HQ (2 Arty Points, Fat-1, Coordination), 155 Glider AT Bn (Support), 2/194 Glider Bn
- B55.20:** 1/507 Abn Bn
- B55.19:** 2/507 Abn Bn
- B55.18:** 3/507 Abn Bn
- B58.19:** 1/513 Abn Bn
- B59.21:** 2/513 Abn Bn
- B57.17:** 3/513 Abn Bn
- B58.17:** 550 Glider Bn
- B59.18:** 1/193 Glider Bn
- B60.17:** 2/193 Glider Bn
- B55.17:** 1/194 Glider Bn
- B54.17:** 139 Abn Eng Bn
- B56.13:** 17 Abn Div Combat Trains (Ghost)

4 Arm Div:

- B60.07:** 4 Arm HQ (2 Arty Points, Fat-2), 704 TD Bn (Support), 25 Arm Cav Bn [4], 24 Arm Eng Bn [3]
- B59.08:** Abrams Arm TF [5], Jaques Arm Inf TF [5]
- B60.08:** Oden Arm TF [5], Alanis Arm Inf TF [5]
- B62.12:** Irzyk Arm TF [5], Cohen Arm Inf TF [5]
- B55.07:** 4 Arm Div Combat Trains

CCB/9 Arm Bde:

- C4.23:** CCB/9 Arm HQ (1 Arty Point, Fat-2), A/811 TD Co (Support), 14 Arm Bn [4], 27 Arm Inf Bn [3]
- C3.23:** D/89 Arm Cav Co
- A62.26:** 509 Abn Bn [1] (Assigned CCB/9)
- A62.24:** CCB/9 Arm Combat Trains

3 Arm Div (-)

- C1.20:** 3 Arm HQ (3 Arty Points, Fat-0, Coordination), 23 Eng Bn
- C4.16:** 83 Arm Cav
- C2.19:** Hogan Arm TF, 1/330 Inf Bn (83 Inf, Assigned 3 Arm)
- C3.18:** Kane Arm TF
- C3.19:** Orr Arm Inf TF
- C5.16:** Rich Arm TF, 2/330 Inf Bn (83 Inf, Assigned 3 Arm)
- C5.15:** Doan Arm TF
- A58.22:** 3 Arm Div (-) Combat Trains

82 Abn Div:

- C4.20:** 82 Abn HQ (3 Arty Points, Fat-1, Coordination), 80 Glider AT Bn (Support), 307 Abn Eng Bn, 740 Arm Bn (Assigned 82 Abn, Support), 628 TD Bn (3 Arm, Assigned to 82 Abn, Support)
- C2.13:** 1/504 Abn Bn
- C3.14:** 2/504 Abn Bn [4]
- C4.14:** 3/504 Abn Bn [4]
- C9.19:** 1/505 Abn Bn
- C8.17:** 2/505 Abn Bn
- C9.18:** 3/505 Abn Bn [4]
- C10.17:** 1/508 Abn Bn
- C8.16:** 2/508 Abn Bn [4]
- C6.15:** 3/508 Abn Bn [4]
- C7.17:** 1/325 Glider Bn
- C6.16:** 2/325 Abn Bn
- C6.17:** 2/401 Glider Bn [4]
- C7.23:** 82 Abn Combat Trains

517 Abn Rgt:

- C10.18:** 517 Abn HQ (1 Arty Point, Fat-1), 3 Abn Bn [4]
- C12.18:** 1 Abn Bn [4]
- C13.19:** 2 Abn Bn
- C11.18:** 551 Abn Bn [3] (Assigned 517 Abn)
- C5.19:** 517 PIR Combat Trains

30 Inf Div:

- C18.26:** 30 Inf HQ (4 Arty Points, Fat-1), 743 Arm Bn (Support), 823 TD Bn (Support), 5 Belgian Fus Bn (Independent)
- C17.21:** 1/117 Inf Bn
- C18.22:** 2/117 Inf Bn [5]
- C14.20:** 3/117 Inf Bn [5]
- C15.21:** 1/119 Inf Bn
- C21.24:** 2/119 Inf Bn [5]
- C21.23:** 3/119 Inf Bn [5]
- C23.24:** 1/120 Inf Bn, 291 Eng Bn (Independent)

C25.24: 2/120 Inf Bn [5]
C24.23: 3/120 Inf Bn [5]
C20.25: 105 Eng Bn
C22.23: 526 Arm Inf Bn (Assigned 30 Inf)
C20.22: 99 Nor Inf Bn [5] (Assigned 30 Inf)
C19.31: 30 Inf Combat Trains

1 Inf Div:

C29.29: 1 Inf HQ (2 Arty Points, PD, Fat-2), 745 Arm Bn (Support), 634 TD Bn (Support), 703 TD Bn (Support)
C28.23: Davisson TD TF
C31.23: 1/16 Inf Bn [5]
C29.23: 2/16 Inf Bn [5]
C33.24: 3/16 Inf Bn [4]
C34.24: 1/18 Inf Bn [5]
C35.25: 2/18 Inf Bn [5]
C33.25: 3/18 Inf Bn [4]
C35.24: 1/26 Inf Bn [5]
C36.23: 2/26 Inf Bn [5]
C37.24: 3/26 Inf Bn [4]
C26.24: 1 Eng Bn [3]
C26.32: 1 Inf Combat Trains

2 Inf Div:

C36.27: 2 Inf HQ (3 Arty Points, PD, Fat-2), 741 Arm Bn [4] (Support), 612 AT Bn (Support), 644 TD Bn (Support), 1/9 Inf Bn [5], 2 Eng Bn
C35.27: 2,99 Arm Cav TF
C35.28: 2/9 Inf Bn [5], 3/9 Inf Bn [5]
C36.26: 1/23 Inf Bn
C36.24: 2/23 Inf Bn [5]
C36.25: 3/23 Inf Bn [5]
C37.26: 1/38 Inf Bn [5]
C37.25: 2/38 Inf Bn [5]
C38.25: 3/38 Inf Bn [5]
C29.28: 2 Inf Combat Trains, 99 Inf Combat Trains

99 Inf Div:

C36.28: 99 Inf HQ (2 Arty Points, PD, Fat-2, Coordination), 801 AT Bn (Support), 1/395 Inf Bn [2], 2/395 Inf Bn [2]
C38.26: 1/393 Inf Bn [2]
C38.28: 2/393 Inf Bn [2]
C37.27: 3/393 Inf Bn [2]
C39.27: 1/394 Inf Bn [2]
C38.27: 2/394 Inf Bn [2]
C39.28: 3/394 Inf Bn [2]
C38.33: 3/395 Inf Bn [4]
C39.26: 324 Eng Bn [3]
See above: 99 Inf Combat Trains (See 2 Inf Div set up)

9 Inf Div:

C32.34: 9 Inf HQ (2 Arty Points, PD, Fat-2, Coordination), 746 Arm Bn [5] (Support), 899 TD Bn (Support), 15 Eng Bn
C39.30: 1/39 Inf Bn [5]
C38.30: 2/39 Inf Bn [5]
C37.31: 3/39 Inf Bn [5]
C37.32: 1/47 Inf Bn [5]
C38.32: 2/47 Inf Bn [5]
C37.33: 3/47 Inf Bn [5]

C36.35: 1/60 Inf Bn [5]
C36.34: 2/60 Inf Bn [5]
C37.34: 3/60 Inf Bn [4]
C30.35: 9 Inf Div Combat Trains

101 Abn Div:

D3.21: 101 Abn HQ (3 Arty Points, PD, Fat-2), 81 Glider AT Bn [1] (Support), 326 Abn Eng Bn [2], 705 TD Bn (Assigned 101 Abn, Support), 35 Eng Bn (Independent)
D6.22: 1/501 Abn Inf Bn [4]
D6.23: 2/501 Abn Inf Bn [3]
D5.22: 3/501 Abn Inf Bn [3]
B62.23: 1/502 Abn Inf Bn [4]
D1.25: 2/502 Abn Inf Bn [3]
D3.24: 3/502 Abn Inf Bn [3]
D5.23: 1/506 Abn Inf Bn [4]
D4.22: 2/506 Abn Inf Bn [4]
D4.23: 3/506 Abn Inf Bn [3]
B62.20: 1/327 Glider Inf Bn [4]
D2.21: 2/327 Glider Inf Bn [3]
B62.21: 1/401 Glider Inf Bn [3]
D2.16: 101 Abn Div Combat Trains, CCA/9 Arm Combat Trains, CCB/10 Arm Combat Trains

CCA/9 Arm Bde:

B62.18: CCA/9 Arm HQ (1 Arty Point, Fat-1), B/811 TD Co (Support), 89 Arm Cav Bn [2]
B61.20: 19 Arm Bn [4], 60 Arm Inf Bn [2]
See above: CCA/9 Arm Combat Trains (See 101 Abn Div set up)

CCB/10 Arm Bde:

D4.21: CCB/10 Arm HQ (Fat-2), Cherry Arm TM [3]
D7.24: O'Hara Arm TM [3]
See above: CCB/10 Arm Combat Trains (See 101 Abn Div set up)

6 Arm Div:

D6.20: 6 Arm HQ (4 Arty Points, Fat-1), 603 TD Bn (Support), 25 Arm Eng Bn
D7.20: 86 Arm Cav Bn
D8.22: Davall Arm TF [5]
D9.22: Kenndy Arm TF
D8.21: LaGrew Arm TF
D8.20: Britton Arm Inf TF [5]
D7.19: Brown Arm Inf TF [5]
D8.23: Wall Arm Inf TF [5]
D3.18: 6 Arm Div Combat Trains

35 Inf Div:

D2.11: 35 Inf HQ (3 Arty Points, Fat-2, Coordination), 654 TD Bn (Support)
D5.18: 1/134 Inf Bn [4]
D3.15: 2/134 Inf Bn [4]
D4.16: 3/134 Inf Bn [3]
D6.11: 1/137 Inf Bn [4]
D5.12: 2/137 Inf Bn [3]
D4.12: 3/137 Inf Bn [3]
D7.12: 1/320 Inf Bn [4]
D9.12: 2/320 Inf Bn [3]
D8.12: 3/320 Inf Bn [3]
D10.07: 60 Eng Bn [3]
D4.05: 35 Inf Div Combat Trains, 6 Cav Grp Combat Trains

6 Cav Grp:

- D5.10: 6 Cav HQ (1 Arty Point, Fat-1, Coordination)
- D10.10: 6 Arm Cav Bn
- D3.14: 28 Arm Cav Bn
- See above: 6 Cav Grp Combat Trains (See 35 Inf Div set up)

26 Inf Div:

- D14.11: 26 Inf HQ (2 Arty Points, PD, Fat-2), 735 Arm Bn [4] (Support), 818 TD Bn (Support), 101 Eng Bn [3]
- D12.13: Hamilton Inf TF [4]
- D13.14: 1/101 Inf Bn [5]
- D14.14: 2/101 Inf Bn [4]
- D15.14: 3/101 Inf Bn [4]
- D16.14: 1/104 Inf Bn [5]
- D17.14: 2/104 Inf Bn [4]
- D17.13: 3/104 Inf Bn [4]
- D11.13: 1/328 Inf Bn [5]
- D14.13: 3/328 Inf Bn [4]
- D18.02: 26 Inf Div Combat Trains

80 Inf Div:

- D24.06: 80 Inf HQ (2 Arty Points, PD, Fat-2), 702 Arm Bn (Support), 610 TD Bn (Support)
- D27.09: 1/317 Inf Bn
- D24.10: 2/317 Inf Bn
- D25.07: 3/317 Inf Bn [5]
- D29.07: 1/318 Inf Bn
- D29.05: 2/318 Inf Bn
- D29.06: 3/318 Inf Bn [5]
- D20.10: 1/319 Inf Bn
- D23.13: 2/319 Inf Bn
- D19.11: 3/319 Inf Bn
- D20.04: 80 Inf Div Combat Trains

5 Inf Div:

- D37.03: 5 Inf HQ (2 Arty Points, PD, Fat-2), 737 Arm Bn [5] (Support), 808 AT Bn (Support), 7 Eng Bn
- D31.06: 1/2 Inf Bn
- D33.08: 2/2 Inf Bn
- D34.08: 3/2 Inf Bn
- D36.08: 1/10 Inf Bn
- D37.09: 2/10 Inf Bn
- D39.08: 3/10 Inf Bn
- D41.08: 1/11 Inf Bn
- D43.07: 2/11 Inf Bn
- D44.05: 3/11 Inf Bn
- D37.01: 5 Inf Div Combat Trains

4 Inf Div (-):

- D48.01: 4 Inf HQ (2 Arty Points, PD, Fat-2), 70 Arm Bn [4] (Support), 803 TD Bn (Support), 802 AT Bn (Support), 4 Eng Bn [3]
- D49.03: Lockett Inf TF [4]
- D46.06: 1/12 Inf Bn [4]
- D48.04: 2/12 Inf Bn [4]
- D51.04: 3/12 Inf Bn [4]
- D54.04: 2/22 Inf Bn [4]
- D56.02: 3/22 Inf Bn [4]
- D46.04: 159 Eng Bn [2]
- D48.00: 4 Inf Div Combat Trains

Formation Activation Markers in Play: 2 Arm Div, 3 Arm Div (-), CCB/3 Arm Bde, 4 Arm Div, 6 Arm Div, 7 Arm Div, CCA/9 Arm, CCB/9 Arm, CCB/10 Arm, 11 Arm Div, 1 Inf Div, 2 Inf Div, 4 Inf Div, 5 Inf Div, 9 Inf Div, 26 Inf Div, 109/28 Inf, 110/28 Inf, 112/28 Inf, 30 Inf Div, 35 Inf Div, 75 Inf Div, 80 Inf Div, 83 Inf Div, 84 Inf Div, 87 Inf Div, 99 Inf Div, 106 Inf Div, 17 Abn Div, 82 Abn Div, 101 Abn Div, 517 PIR, 4 Cav Grp, 6 Cav Grp, 14 Cav Grp, 29 CW Arm Bde, 6 CW Abn Div, 53 CW Inf Div

Allied Order of Arrival

Use Order of Arrival (Revised)

German Set Up:

Greif Teams Available: 0

9 Pz Div:

A42.01: 9 Pz HQ (2 Arty Points, PD, Fat-1), 50 JgPz Bn (Support), I/33 Pz Bn [3]
B40.31: 9 Pz Recon Bn
B40.32: II/33 Pz Bn [3]
A38.02: I/10 PG Bn [5]
A40.03: II/10 Bicycle Bn [5]
B35.34: I/11 Inf Bn [5]
B36.31: II/11 Inf Bn [5]
A37.01: 86 Pz Pio Bn
B47.33: 9 Pz Div Combat Trains

116 Pz Div:

A51.03: 116 Pz HQ (2 Arty Points, PD, Fat-2), I/16 Pz Bn [1], 228 JgPz Bn (Support)
A49.09: Stephan Pz Recon KG [3]
A46.03: II/16 Pz Bn [1]
A45.06: I/60 PG Bn [2]
A47.07: II/60 Inf Bn [2]
A49.06: I/156 Inf Bn [2]
A47.04: II/156 Inf Bn [2]
A42.04: 675 Pz Pio Bn [2]
A56.02: 116 Pz Div Combat Trains

2 SS Pz Div:

A57.05: 2 SS Pz HQ (1 Arty Point, PD, Fat-2), 2 JgPz Bn [1] (Support)
A59.07: Krag SS Pz Recon KG [4]
A58.06: I/2 SS Pz Bn [2]
A56.06: II/2 SS Pz Bn [2]
A51.09: I/3 SS Bicycle Bn [4]
A52.08: II/3 SS Inf Bn [4]
A53.09: III/3 SS Inf Bn [3]
A55.09: I/4 SS Inf Bn [4]
A56.09: II/4 SS Inf Bn [4]
A59.06: III/4 SS PG Bn [3]
A53.07: 2 SS Pz Pio Bn [2]
A62.06: 2 SS Pz Combat Trains

560 VG Div:

C1.06: 560 VG HQ (2 Arty Points, PD, Fat-1), 1560 PJ Hetz Bn [1] (Support), 1560 Pio Bn [2]
C1.09: 1560 Fus Bicycle Co [1]
A58.08: I/1129 Inf Bn [3]
A60.08: II/1129 Inf Bn [3]
A61.10: I/1130 Inf Bn [3]
C1.11: II/1130 Inf Bn [3]
C6.08: 560 VG Combat Trains

2 Pz Div:

B43.30: 2 Pz HQ (2 Arty Points, PD, Fat-1), 38 StG Bn (Support), 38 Pz Pio Bn
B36.23: vBohm Pz Recon KG [2]
B39.29: I/3 Pz Bn [1]
B39.25: II/3 Pz Bn [2]
B35.28: Gutmn PG KG
B37.29: II/2 Inf Bn [4]
B36.26: I/304 Bicycle Bn [4]
B35.25: II/304 Inf Bn [4]
B46.30: 2 Pz Div Combat Trains

Lehr Pz Div:

B48.28: Lehr Pz HQ (2 Arty Points, PD, Fat-1), 130 JgPz Bn [1] (Support)
B39.23: vFallois Pz Recon KG [5]
B42.22: II/130 Pz Bn [2]
B43.21: 559 JgPz Bn [2]
B50.21: I/902 Inf Bn [4]
B40.20: II/902 Inf Bn [4]
B47.22: 130 Pz Pio Bn [3]
B51.33: Lehr Pz Combat Trains

F.Beg Pz Bde:

B53.25: F.Beg Pz HQ (Fat-1), 200 StG Bde [2] (Support)
B53.23: FB Pz Bn [2]
B51.21: I/FB Inf Bn [4]
B53.21: II/FB PG Bn [4]
B55.22: 828 Bicycle Bn [3]
B51.28: F.Beg Bde Combat Trains

3 PG Div:

B59.26: 3 PG HQ (2 Arty Points, Fat-2), 103 StG Bn [1] (Support), 3 Pz Pio Bn
B58.25: 103 Pz Recon Bn
B57.25: 3 JgPz Bn [2]
B58.21: I/8 Inf Bn [4]
B59.22: II/8 Inf Bn [4]
B58.22: III/8 Inf Bn [4]
B56.20: I/29 Inf Bn [4]
B57.21: II/29 Inf Bn [4]
B56.21: III/29 Inf Bn [4]
D5.29: 3 PG Div Combat Trains, 15 PG Div Combat Trains

15 PG Div:

B62.27: 15 PG HQ (Fat-2), 33 JgPz Bn [1] (Support), 33 Pz Pio Bn [3]
B61.25: 115 Pz Bn [1]
B60.22: III/104 Inf Bn [5]
B62.25: I/115 Inf Bn [4]
B62.24: II/115 Inf Bn [3]
B61.24: III/115 Inf Bn [3]
See above: 15 PG Div Combat Trains (See 3 PG Div set up)

12 VG Div:

C9.10: 12 VG HQ (2 Arty Points, PD, Fat-2)
C8.11: Holz VOR KG
C3.09: 12 Fus Bicycle Bn [3]
C6.13: I/27 Inf Bn [4]
C7.14: II/27 Inf Bn [4]
C4.12: I/48 Inf Bn [4]

C5.13: II/48 Inf Bn [4]
C2.11: I/89 Inf Bn [4]
C3.12: II/89 Inf Bn [4]
C4.10: 12 Pio Bn [3]
C13.10: 12 VG Div Combat Trains

62 VG Div:

C13.12: 62 VG HQ (2 Arty Points, PD, Fat-1), 162 PJ Hetz Bn [1] (Support), 162 Erz Bn [2]
C11.13: 162 Fus Bicycle Co [1]
C9.15: I/164 Bcl Bn [3]
C10.15: II/164 Inf Bn [3]
C12.17: I/183 Inf Bn [3]
C13.18: II/183 Inf Bn [3]
C11.16: I/190 Inf Bn [3]
C12.16: II/190 Inf Bn [3]
C13.16: 162 Pio Bn [2]
C12.12: 741 Hetz Bn [2] (Assigned to 62 VG)
C18.12: 62 VG Combat Trains

18 VG Div:

C21.17: 18 VG HQ (2 Arty Points, PD, Fat-1), 244 StG Bde [1] (Assigned 18 VG, Support), 18 Erz Bn [2]
C25.18: Renn VOR KG [2]
C18.20: I/293 Inf Bn [4]
C20.20: II/293 Inf Bn [4]
C14.18: I/294 Inf Bn [4]
C16.19: II/294 Inf Bn [4]
C22.21: I/295 Inf Bn [4]
C24.21: II/295 Inf Bn [4]
C22.17: 1818 Pio Bn [2]
C15.17: 669 Ost Bn [2]
C26.16: 18 VG Div Combat Trains

3 LW FJ Div:

C32.17: 3 FJ HQ (1 Arty Point, PD, Fat-2), 519 JgPz Bn [2] (Assigned 3 FJ, Support), 3 LW FJ Pio Bn [3]
C33.22: I/5 LW FJ Bn [4]
C34.22: II/5 LW FJ Bn [4]
C35.22: III/5 LW FJ Bn [3]
C29.21: I/8 LW FJ Bn [4]
C30.21: II/8 LW FJ Bn
C32.21: III/8 LW FJ Bn [3]
C26.21: I/9 LW FJ Bn [4]
C27.21: II/9 LW FJ Bn [4]
C28.21: III/9 LW FJ Bn [3]
C31.14: 3 FJ Div Combat Trains

89 Inf Div:

C41.22: 89 Inf HQ (PD, Fat-1), 189 PJ StG Bn, 189 Pio Bn [2]
C38.23: 189 Fus Bn [3]
C36.21: I/1055 Inf Bn [3]
C37.22: II/1055 Inf Bn [3]
C38.22: III/1055 Inf Bn [3]
C39.23: I/1056 Inf Bn [3]
C39.24: II/1056 Inf Bn [3]
C40.24: III/1056 Inf Bn [3]
C40.22: 217 Brm Bn (Assigned 89 Inf)
C45.19: 89 Inf Div Combat Trains

277 VG Div:

C42.29: 277 VG HQ (PD, Fat-2), 277 PJ Hetz Bn [1] (Support), 277 Pio Bn
C42.30: 277 Fus Bicycle Co
C41.30: I/989 Inf Bn
C41.29: II/989 Inf Bn [4]
C41.28: I/990 Inf Bn
C41.27: II/990 Inf Bn [4]
C41.26: I/991 Inf Bn [4]
C41.25: II/991 Inf Bn [4]
C46.32: 277 VG Div Combat Trains, 246 VG Div Combat Trains

246 VG Div:

C42.32: 246 VG HQ (PD, Fat-2), 246 PJ Hetz Bn (Support), 246 Pio Bn
C39.34: 246 Fus Bicycle Bn [4]
C38.35: I/352 Inf Bn
C38.34: II/352 Inf Bn
C39.33: I/404 Inf Bn
C40.32: II/404 Inf Bn
C41.31: I/689 Inf Bn
C41.32: II/689 Inf Bn
See above: 246 VG Combat Trains (see 277 VG Div set up)

326 VG Div:

C30.11: 326 VG HQ (Fat-1), 326 PJ Hetz Bn [1] (Support), I/751 Inf Bn [4]
C31.11: II/751 Inf Bn [4]
C32.11: I/753 Inf Bn [4]
C33.12: II/753 Inf Bn [4]
C34.12: 326 Erz Bn [2]
C35.12: 326 VG Combat Trains (Ghost)

9 SS Pz Div:

D8.32: 9 SS Pz HQ (1 Arty Point, Fat-2), 9 SS JgPz Bn [2] (Support), I/9 SS Pz Bn [2]
D8.31: Recke SS Pz Recon KG [4]
D2.27: II/9 SS Pz Bn [3], I/19 SS Inf Bn [4]
D3.28: II/19 SS Inf Bn [3]
D4.28: III/19 SS Inf Bn [3]
D7.33: I/20 SS Inf Bn [4]
D7.34: II/20 SS Inf Bn [3]
C7.01: III/20 SS Inf Bn [3]
C7.02: 9 SS Pz Pio Bn [3]
C7.03: 9 SS Pz Combat Trains (Ghost)

26 VG Div:

D5.27: 26 VG HQ (2 Arty Points, Fat-2), Kunkel VOR KG [3], 902 StG Bde [1] (Assigned 26 VG, Support), 683 '88' Bn [1] (Assigned 26 VG, Support)
B3.25: I/39 Inf Bn [3]
B4.24: II/39 Inf Bn [3]
D1.26: I/77 Inf Bn [3]
D2.25: II/77 Inf Bn [3]
D5.24: I/78 Inf Bn [3]
D6.24: II/78 Inf Bn [3]
D6.25: 26 Pio Bn [2]
D6.27: 26 Erz Bn [2]
D8.30: 26 VG Combat Trains

340 VG Div:

D8.25: 340 VG HQ (Coordination, Fat-1), 340 PJ Hetz Bn (Support), I/695 Inf Bn [3], II/695 Inf Bn

D10.21: 340 Fus Bicycle Bn
D7.26: I/694 Inf Bn, II/694 Inf Bn [3]
D11.23: I/696 Inf Bn [3]
D11.22: II/696 Inf Bn [3]
D7.27: 340 Pio Bn [2]
D13.23: 340 VG Div Combat Trains (Ghost), 12 SS Pz Combat Trains (Ghost)

12 SS Pz Div:

C9.25: 12 SS Pz HQ (2 Arty Points, Coordination, Fat-2), 12 JgPz Bn [2] (Support), I/26 SS Inf Bn [3], II/26 SS Inf Bn [3]
D11.26: Bremer SS Pz Recon KG [2], 506 TGR Bn [1] (Assigned to 12 SS)
D11.24: 1,3/I SS Pz Bn (-) [1], 5,6/I SS Pz Bn (-) [1]
D11.25: 560 JgPz Bn [3], III/25 SS Inf Bn [3]
D10.24: I/25 SS Inf Bn [4], II/25 SS Inf Bn [3]
D9.26: III/26 SS PG Bn [3]
D10.25: 12 SS Pz Pio Bn [2]
See above: 12 SS Pz Combat Trains (See 340 VG Div set up)

167 VG Div:

D10.18: 167 VG HQ (Fat-1), 167 PJ Hetz Bn [1] (Support), 167 Fus Bicycle Co [1]
D9.20: I/331 Inf Bn [5]
D9.21: II/331 Inf Bn [5]
D7.18: I/387 Inf Bn [5]
D8.18: II/387 Inf Bn [5]
D8.19: I/339 Inf Bn [5]
D9.19: II/339 Inf Bn [5]
D11.19: 167 Pio Bn [2]
D6.17: I/901 PG Bn [4] (Lehr, Assigned 167 VG)
D5.17: II/901 Inf Bn [4] (Lehr, Assigned 167 VG), 243 StG Bde [1] (Lehr, Assigned to 167 VG)
D14.21: 167 VG Combat Trains, 1 SS Pz (-) Combat Trains, 5 FJ Div Combat Trains

1 SS Pz Div (-):

D10.16: 1 SS Pz HQ (3 Arty Points, Fat-2), 1 SS JgPz Bn [2] (Support)
D5.14: I/1 SS Inf Bn [2]
D5.13: II/1 SS Inf Bn [2]
D6.13: III/1 SS Inf Bn [2]
D5.15: I/2 SS Inf Bn [2]
D5.16: II/2 SS Inf Bn [2]
D6.15: 1 SS Pz Pio Bn [2]
See above: 1 SS Pz (-) Combat Trains (See 167 VG Div set up)

5 LW FJ Div:

D12.16: 5 FJ HQ (PD, Fat-2), 11 LW StG Bde [1] (Support), 5 LW FJ Pio Bn [2]
D9.14: Bernk LW FJ KG [2]
D11.14: I/13 LW FJ Bn [2]
D12.14: II/13 LW FJ Bn [2]
D13.15: III/13 LW FJ Bn [2]
D6.12: I/14 LW FJ Bn [2]
D7.13: II/14 LW FJ Bn [2]
D8.13: III/14 LW FJ Bn [2]
D10.14: II/15 LW FJ Bn [2]
D11.15: III/15 LW FJ Bn [2]
D9.13: I/104 Inf Bn [5] (15 PG, Assigned 5 FJ)
D10.13: II/104 Inf Bn [5] (15 PG, Assigned 5 FJ)
See above: 5 FJ Combat Trains (see 167 VG Div set up)

9 VG Div:

D17.17: 9 VG HQ (PD, Fat-1), 9 PJ Hetz Bn (Support), 9 Pio Bn [2]
D20.13: 9 Fus Bicycle Co
D15.16: I/36 Bicycle Bn [4]
D14.15: II/36 Inf Bn [4]
D18.14: I/57 Inf Bn [4]
D19.14: II/57 Inf Bn [4]
D16.15: I/116 Inf Bn
D17.15: II/116 Inf Bn
D15.20: 9 VG Div Combat Trains

F.Gren Pz Bde:

D23.16: F.Gren Pz HQ (PD, Fat-2), 911 StG Bde [1] (Support)
D22.15: FG Pz Bn [1]
D22.13: Fus PG Bn [2]
D23.14: Gren Inf Bn [2]
D21.14: 929 Bcl Bn [2]
D28.19: F.Gren Bde Combat Trains

79 VG Div:

D28.13: 79 VG HQ (PD, Fat-1), 179 Pio Bn [2] , 668 '88' Bn [1] (Assigned to 79 VG, Support)
D26.11: 179 Fus Bicycle Co [1]
D25.13: I/208 Inf Bn [5]
D25.12: II/208 Inf Bn [5]
D26.10: I/212 Inf Bn [5]
D27.10: II/212 Inf Bn [5]
D28.09: I/226 Inf Bn [5]
D29.09: II/226 Inf Bn [5]
D28.18: 79 VG Combat Trains

352 VG Div:

D34.10: 352 VG HQ (PD, Fat-2), 352 PJ Hetz Bn (Support), 352 Fus Bicycle Co [1]
D30.07: I/914 Inf Bn [3]
D32.07: II/914 Inf Bn [3]
D36.09: I/915 Inf Bn [3]
D37.10: II/915 Inf Bn [3]
D33.09: I/916 Inf Bn [3]
D34.09: II/916 Inf Bn [3]
D40.09: 352 Pio Bn [2]
D38.09: 352 Erz Bn [2]
D36.14: 352 VG Combat Trains

276 VG Div:

D45.10: 276 VG HQ (PD, Fat-2), 276 PJ Hetz Bn (Support), 276 Pio Bn [2]
D45.09: 276 Fus Bicycle Co [1]
D42.08: I/986 Inf Bn [5]
D43.09: II/986 Inf Bn [4]
D46.07: I/987 Inf Bn [4]
D47.07: II/987 Inf Bn [4]
D44.07: I/988 Inf Bn [5]
D44.06: II/988 Inf Bn [4]
D45.14: 276 VG Combat Trains

212 VG Div:

D52.05: 212 VG HQ (PD, Fat-2), 212 PJ StG Bn [1] (Support), 657 "88" Bn [1] (Assigned 212 VG, Support)
D53.07: 212 Fus Bicycle Bn [5]
D50.04: I/316 Inf Bn [5]
D51.05: II/316 Inf Bn [4]

D54.05: I/320 Inf Bn [5]
D53.05: II/320 Inf Bn [4]
D49.06: I/423 Inf Bn [5]
D49.05: II/423 Inf Bn [4]
D49.08: 212 Pio Bn [2]
D55.05: 44 Fest MG Bn [3]
D57.02: XXIII Penal Bn
D54.09: 212 VG Combat Trains

Formation Activation Markers in Play: 1 SS Pz (-), 2 SS Pz, 9 SS Pz, 12 SS Pz, Lehr Pz, 2 Pz Div, 9 Pz Div, 116 Pz Div, F.Beg Bde, F.Gren Bde, 3 PG Div, 15 PG Div, 3 FJ Div, 5 FJ Div, 89 Inf Div, 9 VG Div, 12 VG Div, 18 VG Div, 26 VG Div, 62 VG Div, 79 VG Div, 167 VG Div, 212 VG Div, 246 VG Div, 276 VG Div, 277 VG Div, 326 VG Div, 340 VG Div, 352 VG Div, 560 VG Div

German Reinforcements

None.

Victory Conditions:

The German player has a maximum of 5 VP hexes at the start of the scenario. The following Victory Point Hexes are controlled by the German player, the remaining are still under Allied control:

A56.02 La Roche-en-Ardenne
C4.08 Parker's Crossroads
C31.04 Burg Reuland
C30.11 St. Vith
C16.11 Vielsalm
C38.22 Büllingen
C41.25 Rocherath-Krinkelt
D8.31 Houffalize
D17.17 Wiltz
D24.25 Clervaux
D30.33 Ouren

1. If the German VP total is 8 or more, use the 4.0 Victory Conditions.
2. If the maximum German VP total is less than 8, but more than 5 AND includes the capture of Bastogne then the Victory Conditions are:

German Player holds 7 or more Allied VP hexes at the end of the game = German Victory

German Player holds 6 Allied VP hexes at the end of the game = Draw

German player holds 5 or fewer Allied VP hexes at the end of the game = Allied Victory

3. If the maximum German VP total is less than 8, but more than 5 AND Bastogne remains in Allied control, then the Victory Conditions are:

German Player holds 8 or more Allied VP hexes at the end of the game = German Victory

German Player holds 7 Allied VP hexes at the end of the game = Draw

German player holds 6 or fewer Allied VP hexes at the end of the game = Allied Victory

4. If the maximum German VP total is less than or equal to 5, it is an Allied Victory.